MATRIX POSTER SPECIAL

computer and video

games

BE A CHAMP AT YU-GI-OH! ONLY IN CVG

HALF-LIFE 2
EXCLUSIVE FIRST PICS & INFO!

JAK II

UK'S FIRST HANDS-ON VERDICT

JUNE 2003 ◦ ISSUE 260 ◦ £3.25

PS2'S PLATFORM HERO STICKS A ROCKET UP MARIO'S PIPE

METAL GEAR MEETS RES EVIL

GHOSTHUNTER
First shocking images inside

EVERY HOT NEW GAME FIRST

Syphon Filter
Omega Strain • X-Men 2
Lost Kingdoms II
Res Evil Dead Aim
Soul Calibur II
Silent Hill 3 • Hulk
Midnight Club II
& loads more

VICE CITY? GET AWAY!

TRUE CRIME
STREETS OF LA

Why this mean son-of-a b!*ch blows away GTA

©1994-2003 NINTENDO. ® ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

Wario ware, Inc.™

MINIGAME MANIA

GAME BOY ADVANCE™

"IT'S GETTING HOT IN HERE..."

So open all the windows, close the curtains to shut out the sun and get the ice cold Cokes in, because summer's coming and there's only one place you've got to be – in front of the TV.

You can forget Simpsons re-runs on Sky too. The only thing you need is your games machine and a copy of CVG. By now you'll already be nicking treasure and being the scourge of the seas in the totally brilliant Zelda: The Wind Waker *[You're not? Stop reading this and go get it then!]*, but there's much more to keep your thumbs busy this summer.

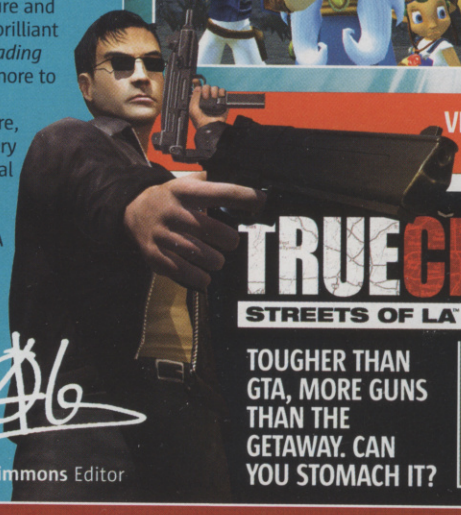
Take The Matrix. It's gonna be everywhere, on cinema screens across the nation, on every console ever and, thanks to the poster special this issue, on the walls of your games pit.

Or, if you're hungry for Vice City head-busting, check out True Crime – imagine GTA crossed with Jackie Chan and you're halfway there. But don't forget Jak II, the monster sequel to Jak And Daxter. CVG's got the world exclusive first play, and it's... Well, you'll just have to turn to page 22 to find out, 'kay?

FREE MATRIX POSTERS

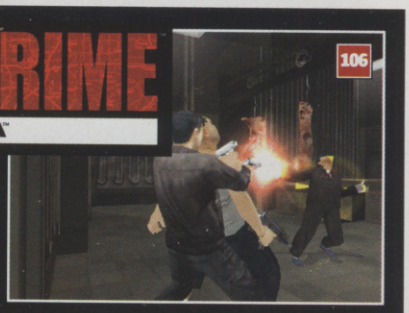
Alex Simmons Editor

VICE CITY MEETS MARIO? THIS IS ONE PLATFORMER YOU CANNOT MISS!



TRUE CRIME
STREETS OF LA

TOUGHER THAN GTA, MORE GUNS THAN THE GETAWAY. CAN YOU STOMACH IT?



ON THE COVER

22 JAK II: RENEGADE
Exclusive hands-on2 play of PS2's awesome platformer

4 HALF-LIFE 2
First ever pics and info!

55 THE MATRIX POSTER SPECIAL
Four class Matrix posters you've just gotta own!

8 YU-GI-OH! TOURNAMENT
Love Yu-Gi-Oh! Check out our brilliant tournament then!

36 SYPHON FILTER OMEGA STRAIN
PS2's stealth killer goes online. First verdict!

106 TRUE CRIME: STREETS OF LA
Better than GTA? You betcha!

CONTENTS computer and video GAMES ISSUE 260 JUNE 2003 »

PLANET CVG | THE HOTTEST NEWS IN GAMES

4 Half-Life 2: Sizzling first screens and details
6 Ghosthunter: Sony's big Xmas game and CVG's got the scoop
8 CVG'S Yu-Gi-Oh! Tournament. Can you be the UK champ?
14 Pokémon on Cube!
16 Enter The Matrix: Action screens blitz!

INCOMING | PREVIEWS OF THE LATEST GAMES

30 Soulcalibur II PS2
34 PN 03 ..... GC
35 XIII ..... PS2, XBOX, GC, PC
36 Syphon Filter Omega Strain PS2
38 Sphinx PS2
39 Clock Tower 3 ..... PS2
40 Space Colony ..... PC
40 Midtown Madness 3 ..... XBOX
41 Broken Sword 3 ..... PS2, XBOX, GC, PC
42 Hulk ..... PS2, XBOX, GC, GBA, PC
45 Hidden & Dangerous 2 ..... PC
46 Virtua Fighter 4 Evolution PS2
47 Sonic Adventure DX ..... GC
47 Phantasy Star Online Episodes I & II ..... XBOX
48 The Hobbit ..... PS2, XBOX, GC, PC, GBA
48 Wakeboarding Unleashed ..... PS2, XBOX, GC
50 Unlimited Saga PS2
51 WWE XIX ..... GC
51 WWE Crush Hour ..... GC
52 Resident Evil Dead Aim PS2
54 Dark Chronicle PS2
54 Megaman Network ..... GC

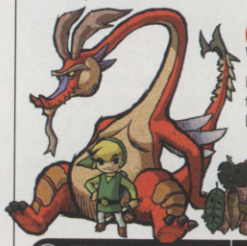
REVIEWS | EVERY NEW RELEASE TESTED

74 Silent Hill 3 ..... PS2
78 Castlevania: Aria Of Sorrow ..... GBA
80 Wario Ware ..... GBA
81 CSI: Crime Scene Investigation ..... PC
82 Tao Feng: Fist Of The Lotus ..... XBOX
84 Dancing Stage Megamix PS2
86 Postal 2 ..... PC
86 Rygar PS2
87 NBA Street 2 ..... PS2, XBOX, GC
87 Devastation ..... PC
87 Outlaw Golf ..... GC
88 X-2: Wolverine's Revenge ..... PS2, XBOX, GC, PC
90 Skies Of Arcadia Legends ..... GC
90 MotoGP 2: Ultimate Racing Technology ..... XBOX
91 Splinter Cell ..... GC, GBA
92 Midnight Club II PS2
94 GT Advance 3 Pro Concept Racing ..... GBA
94 Armored Core 3 ..... PS2
95 Dino Crisis 2 ..... PC
95 Breath Of Fire IV ..... PC
96 Lost Kingdoms II ..... GC
97 Godzilla: Destroy All Monsters Melee ..... XBOX
97 Big Strike Bowling ..... PSONE
98 Wing Commander: Prophecy ..... GBA
98 BloodRayne ..... XBOX
99 Resident Evil 2 ..... GC
99 Resident Evil 3 ..... GC

EXTENDED PLAY | TIPS FOR THE TOUGHEST GAMES

64 EXTENDED PLAY CHEATS!

64 Tenchu 3: Wrath Of Heaven PS2
64 Dead Or Alive Xtreme Beach Volleyball ..... XBOX
64 Unreal II: The Awakening ..... PC
64 Castlevania: Harmony Of Dissonance ..... GBA
64 Big Mutha Truckers ..... XBOX
64 Indiana Jones & The Emperor's Tomb ..... XBOX
65 Rainbow Six: Raven Shield ..... PC
65 Sonic Advance 2 ..... GBA
65 The Legend Of Zelda: The Wind Waker ..... GC
65 Gran Turismo 3: A-Spec PS2
65 Metroid Prime ..... GC
65 Conflict Desert Storm ..... XBOX
65 Jak And Daxter: The Precursor Legacy PS2



66 ZELDA: THE WIND WAKER GUIDE
Hidden heart pieces, cool stuff and the treasure chests charted. You'll be lost without this essential goodie guide

EVERY MONTH | REGULAR STUFF

7 CHART ATTACK
What we're digging, plus £5 off any game!

20 MAILBAG
Share your wisdom and win stuff!

63 CHALLENGE CVG
CVG's expert gamers lay waste to allcomers at Knockout Kings. Eat fist, sucka!

105 AWESOME COMPO
Widescreen TV, an Xbox and Tao Feng up for grabs!

114 CACKMAN
He's a red-blooded male with big balls, doncha know

STOP PRESS SOLID SNAKE'S FORTHCOMING SNEAK 'EM UP FOR CUBE WILL BE CALLED METAL GEAR SOLID: TWIN SNAKES ● NINTENDO RARE HAS BEEN WORKING ON A TOP SECRET PROJECT, BUT IT'S A SECRET NO MORE. IT'S AN XBOX GAME CALLED GHOULIES!

PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROU... OBE

Half-Life 2 will be set mainly in a fictional city called City 17. Wonder what happened to 1-16?

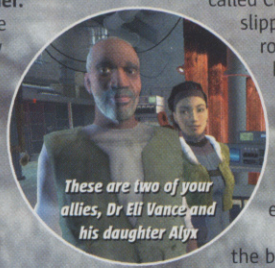
HALF-LIFE 2

EXCLUSIVE BEHIND-THE-SCENES ACCESS AND SCORCHING FIRST SHOTS

The face of gaming is set to change forever, and we're not just talking about a quick nose job and a shot of Botox either.

No, no, no, this is the moment for which every first-person-shooter fan worth his salt has been waiting for over four years – the announcement of the follow-up to what's unquestionably the greatest and most influential shooter of all time, Half-Life.

And what's more, CVG has had an exclusive sneak-peak of the game in action. Here's all the goss!

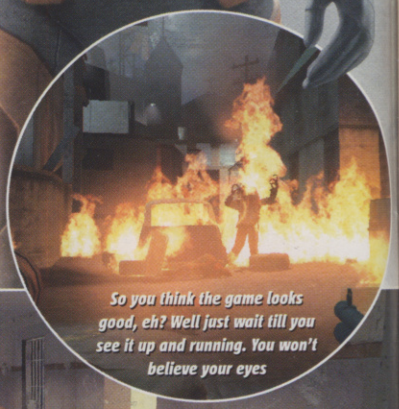


These are two of your allies, Dr Eli Vance and his daughter Alyx

FULL-FAT FUN! MMM...

Set some time after the end of the original in a European metropolis called City 17, Half-Life 2 has you slipping once again into your role as speccy, ginger anti-hero Gordon Freeman. His mission this time is to battle against the alien invasion, which has spread beyond Black Mesa over the entire Earth.

The game features the best physics system we've ever seen, graphics which will have you polishing your eyeballs in disbelief and over 50 enemies with AI so real you'll think there's



So you think the game looks good, eh? Well just wait till you see it up and running. You won't believe your eyes

The AI characters are so advanced that they will intelligently react to their surroundings and hunt you down like a dog when you run away like a chicken

MEET THE TEAM

Alex Simmons
EDITOR
CURRENT FAVES
- Zelda: The Wind Waker
- Winning Eleven 6: Final Evolution
- Super Puzzle Fighter II

When he's not smearing smelly lotions and potions in his barnet, or shooting Mike with his new BB gun, CVG's big boss spends most of his hours sailing the seas in a talking boat and hanging out with fairies. The rest of the time he's playing Zelda: The Wind Waker.

Pete Walker
DEPUTY EDITOR
CURRENT FAVES
- Soulcalibur II
- Zelda: The Wind Waker
- Tribes 2

To say Pete has an addictive personality is like saying Lisa Riley is a smidge on the podgy side. He's been playing Tribes 2 religiously every evening for two years, and has just achieved a world ranking of 800. So, clearly time well spent.

Lee Skittrell
REVIEWS EDITOR
CURRENT FAVES
- Pokémon Ruby
- Metroid Prime
- CSI

He talks to the animals. CVG's very own Dr Dolittle has been playing Pokémon Ruby non-stop. But it's starting to take its toll. Only last week he started screaming that his Pokémon will only evolve if he sings Blazin' Squad tunes to them. Boy needs help.

Georgie Kyriacou
PRODUCTION EDITOR
CURRENT FAVES
- Def Jam Vendetta
- Postal 2
- Devil May Cry 2

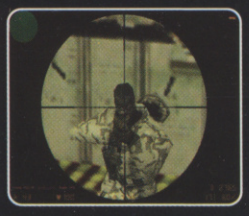
She might look sweet and innocent, but Georgie loves nothing better than body slamming and choke-holding her fellow co-workers in Def Jam Vendetta. You wouldn't guess it but underneath that T-shirt is over 50lbs of fat gold chains.

CREATE YOUR OWN WORLD

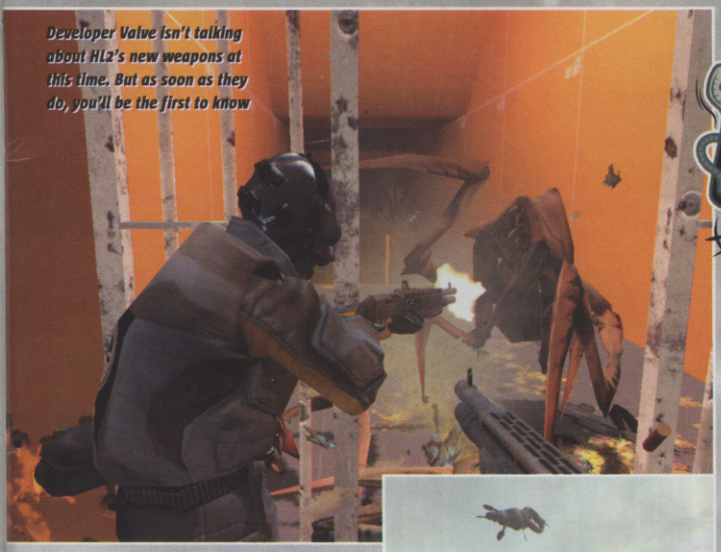
Half the reason for Half-Life's never-ending popularity is its Mod community.

Without its easy-to-use Mod-making tools, we may never have seen the likes of Counter-Strike. Half-Life 2 will feature even more powerful, yet easier-to-use Mod tools, which means it'll be lemon squeezy to create your very own games.

Who knows, this time next year, millions of people could be playing your Mod and saying, "Counter-what?" It could happen. No, really...



Create the next Counter-Strike with Half-Life 2's massively powerful and easy-to-use Mod-making tools. Do it!



Developer Valve isn't talking about HL2's new weapons at this time. But as soon as they do, you'll be the first to know

someone sitting in your machine controlling them all.

Half-Life 2 will be exploding onto PC this September. It looks like it'll take the FPS to a whole new level, and put every other shooter to shame in the process. And after its predecessor's success on the Dreamcast, don't discount a future release on console. Fingers crossed.

The alien scum has invaded the world and only you can stop them. Go get 'em, Gord

VIRTUAL REALITY

Half-Life 2 features the world's first ever truly realistic-acting in-game characters, each of which will be able to communicate his or her feelings through facial expressions.

Happy, sad, angry, scared, hello big boy is that an anvil in your pocket? They'll be able to do them all. You won't believe how real they look until you see them in the flesh... so to speak. For the time being, marvel at these screenshots instead.

This is Alyx, one of your allies. Just check out those facial expressions. Unbelievable!

VIRTUAL TENNIS

SONY'S VR GLOVE GIVES US SWEATY PALMS

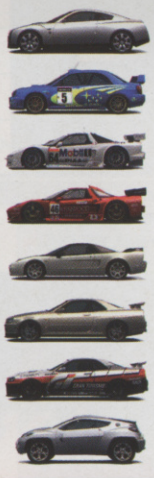
A reliable industry insider has informed CVG that a UK games developer is currently working on a tennis title for PS2 that will use the Sony VR Glove.

The idea is that you'll be able to slip on this virtual reality glove and swing your arm to hit a virtual ball with your virtual tennis racquet. CVG asked a UK Sony Spokesperson about the mysterious glove and gained this reply: "Haven't heard of it!"

It's tough to gauge whether this is a smokescreen response to divert attention away from the strong possibility of an announcement at E3 later this month. Surely if the VR Glove for PS2 is real, Sony would want to reveal it at the world's biggest games show? Clock in same time next month to find out the truth.

Have a smashing time with Sony's amazing gaming mitt for PS2

GT4 ONLINE!



Sony won't say a peep until E3, but CVG has it on strong authority that Gran Turismo 4 will be online.

OVER 2000 CARS TOO!

It's believed that the GT4 version on PS2 will feature a battle option that enables up to eight players to simultaneously fight for first place online. There's also thought to be a facility to trade vehicles over the net. And with reportedly over 2000 cars to unlock, keen collectors will no doubt spend much of their time doing dodgy deals for new wheels with gamers from all across the globe.

Another abounding rumour is that you'll be able to vent your road rage by screaming insults at other drivers via the USB headset.

GT4 will be properly revealed to the world at E3, so make sure you don't miss next month's CVG for all the hottest news on PS2's four-wheeled phenomenon.

Paul Davies
CONTRIBUTING EDITOR
CURRENT FAVES
- Virtua Fighter 4 Evolution
- Zelda: The Wind Waker
- Soulcalibur II

Paul will go to any lengths to attain the upper hand in his ongoing battle with evil nemesis Mike Cooper. This month he grew a ridiculous Mexican pencil-thin beard like Brad's, which made Mike laugh so hard he's crippled himself with a hernia...

Mike Cooper
NEWS EDITOR
CURRENT FAVES
- Virtua Fighter 4 Evolution
- Mr Driller Drill Land
- Zelda: The Wind Waker

...But Mike will go to even greater lengths to get the upper hand in his ongoing battle with evil nemesis Paul Davies. In retaliation he sprayed his entire body with white car paint and got blue hair implants to look like Goh, in an effort to intimidate Paul.

Jaime Smith
ART EDITOR
CURRENT FAVES
- Zelda: The Wind Waker
- Capcom Vs SNK 2
- Winning Eleven 6: Final Evolution

CVG's design guru was slapped with a £100 customs charge for importing too many 'specialist games' into the UK this month. Funny thing is, we've never heard of 'Betty Wong Does Hong Kong' or 'Land Of The Rising Bum' for any format. They must be rare.

Jenny McComb
SENIOR DESIGNER
CURRENT FAVES
- Pokémon Ruby
- Zelda: The Wind Waker
- Metroid Prime

["YOU KICK LIKE A PUSSY!"] Poor old Jenny has been victim to many an agonising headache this month ["WUSS!"] because she sits between Mike and Paul ["NOB!"] who've been screaming Vf-4 Evo-related insults at each other non-stop..The torture.

NUDIST BEACH

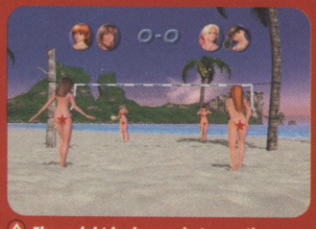
DOA GIRLS BOUNCING IN THE BUFF!

Someone has created a hacked version of Dead Or Alive Xtreme Beach Volleyball in which all the ladies leap around in their birthday suits. And the cheeky perv responsible for this 'mature' mode has even made sure that their collars and cuffs match, if you catch our drift.

Problem is, Temco doesn't seem to see the funny side. An administrator on the official Temco site has gone so far as to say that anyone who posts anything about this hacked game on the website forums will be "punished to the fullest extent of the law".

Wonder what will happen when someone tells Temco about the hardcore porn version floating on the Net, that sees the girls firing volleyballs out of their p?n*nis! Pop, pop.

Did you hear about that trend in Japan where women model their pubic hair on David Beckham's barnet? It's true



They might look sexy, but even the smallest grain of sand getting into the wrong spot and... ouch!

SKIN FLICK

A Dead Or Alive movie will be swinging into cinemas in the autumn of 2004, to coincide with the release of DOA 4.

One of the producers has already revealed that there will be a scene featuring the DOA girls in bikinis. However, we doubt there will be a XXX volleyball-firing scene. Shame.

A pair of ghoulies corner Lazarus, but luckily he's packing a special spectre-zapping gun. He must have seen Ghost Busters

WORLD'S FIRST SCREENSHOTS

Lazarus Jones was once an ordinary cop. Now he hunts ghosts

You can fix a torch to the end of your shooter to see what's out there

PARANORMAL ACTIVITY ERUPTS EXCLUSIVELY ON PS2

WHO YA GONNA CALL...? GHOSTHUNTER!

A 10-foot-tall unborn baby with a thorny umbilical chord on display in a massive grimy fish tank. Sick stuff!

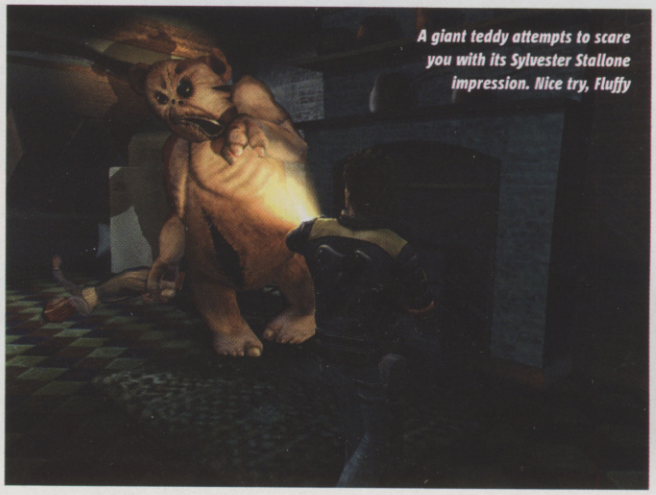
He sees dead people. No, not that rich little munchkin from The Sixth Sense. We're talking Lazarus Jones, the hero of Sony's forthcoming supernatural thriller Ghosthunter!

Lazarus is an ex-Detroit City cop with a new line of work: demon hunting! While out on a routine patrol with his partner, he stumbled upon a mysterious ghost research laboratory and accidentally released an army of evil spirits and monsters.

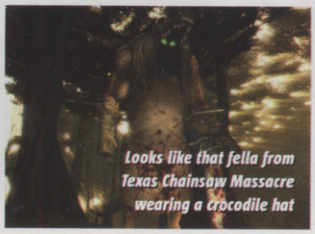
In the ensuing kerfuffle, Lazarus became fused with a ghost, which equipped him with second sight and the ability to peer into the world of the dead. Hence the reasons for his odd career change.

Sony is keeping details on Ghosthunter close to its chest, but CVG managed to wrestle free a few nuggets of info. It's a survival horror adventure that is expected to drift on to PlayStation 2 this winter. Sony has hinted that the core gameplay will be far more action-packed than the likes of the Resident Evil or Silent Hill series. And unlike its creepy cousins, Ghosthunter introduces stealth elements into the genre.

More on this petrifying PS2 exclusive next month.



A giant teddy attempts to scare you with its Sylvester Stallone impression. Nice try, Fluffy



Looks like that fella from Texas Chainsaw Massacre wearing a crocodile hat

ULTIMATE FACE-OFF! WIN A TRIP TO NYC!

Yu-Gi-Oh!

CHAT ATTACK

CVG MOST WANTED

1. JAK II: RENEGADE (PS2)
Mike: "Cross breed Vice City with the original J&D and you've got Jak II. It's going to set the world on fire when it's released this autumn."
2. HALF-LIFE 2 (PC)
Pete: "Flip back to page four to find out why this sequel could become one of the most important blasters of the decade!"
3. GHOSTHUNTER (PS2)
Alex: "When the first screenshots of Sony's stunner plopped onto CVG's news desk this month I almost pooped my Calvins."
4. F-ZERO GC (GC)
Jaime: "Not one to boast, but I'm probably the best F-Zero player and biggest F-Zero fan in the universe. I've pre-ordered the Japanese version."
5. ONIMUSHA 3 (PS2)
Lee: "As it's mostly set in modern-day France, hopefully you'll be able to rest between battles in Parisian coffee shops and scoff a few croissants."

READER'S MOST WANTED

Martin Beavis is sure into his PS2, and PS3, too, by the looks of things.

1. GRAND THEFT AUTO 4 (PS3)
"I almost exploded with happiness when I read about this sequel for PS3 last issue."
2. MEDAL OF HONOR: RISING SUN (PS2)
"Frontline was the best FPS since GoldenEye. And Rising Sun looks even better!"
3. ONIMUSHA 3 (PS2)
"It's properly 3D and there are two adventures!"
4. FINAL FANTASY X-2 (PS2)
"Yuna in hotpants! Forget the gameplay, I'm there!"
5. VIRTUA FIGHTER 4 EVOLUTION (PS2)
"All the new Quest mode stuff looks amazing."

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES TO KEEP GRANDDAD ALIVE

1. DOA BEACH VOLLEYBALL (XBOX)
This'll put some lead back in the old boy's pencil. He'll fight the big sleep for months if you stick him in front of this.
2. WHO WANTS TO BE A MILLIONAIRE (PS2)
Hide granddad's glasses, walk him around the block, and then load this up. He'll believe he's on the TV show and want to stay alive to tell his crones.
3. MEDAL OF HONOR: ALLIED ASSAULT (PC)
Chances are granddad was a WWII hero. Let him relive the glory of smashing the Nazis into a pulp before he heads on up to the spirit in the sky.
4. DANCING STAGE MEGAMIX (PS2)
He needs to get out of that mothball-ridden armchair if he hopes to keep his ticker ticking. Who better than Kylie to get the blood pumping?
5. THE SIMS (PC)
They say laughter is the best medicine. Get ol' Pops socialising with the Sims to perk him up. They're far funnier than stories of Frank-next-door's piles.

GAME MULTI-FORMAT TOP SELLERS

1	Championship Manager 4	PC
2	Tom Clancy's Splinter Cell	PC, XB
3	The Sims	PS2, GC, XB
4	Devil May Cry 2	PS2
5	Metal Gear Solid 2: Substance	PS2, XB, PC
6	Zelda: A Link To The Past	GBA
7	The Getaway	PS2
8	Grand Theft Auto: Vice City	PS2
9	Driving Test Success 02/03	PC
10	Delta Force: Black Hawk Down	PC

SP-ECIAL EDITION

Nintendo has just released a limited edition Pokémon-themed GBA SP in Japan.

It's spice-coloured (that's 'orange' to the rest of us) and features a cool little embossed Torchic character from Ruby and Sapphire on the flip-top lid.

This fruity SP is the perfect companion for any of you with an imported spice GameCube. Even if you think Pokémon is guff, the embossed critter is so subtle that you hardly even notice it's there.

GREEN MACHINE

Nintendo isn't the only one releasing special edition consoles. Microsoft is planning to launch a limited edition Xbox across Europe.

The official word is that the limited edition console will be a stylish transparent green, like the Xboxes that most games developers use. CVG has seen one and can confirm that it will brighten up your games pit nicely.

You'll be able to buy the limited edition Xbox on May 2 at just £149. Bargain!

RELEASE DATES

GBA	GT ADVANCE 3 PRO CONCEPT	MAY 09
GC	HUNTER: THE RECKONING	MAY 09
GC	IKARUGA	MAY 09
XBOX	MOTOGP 2	MAY 09
PS2	RUN LIKE HELL	MAY 09
XBOX	STAR WARS – THE CLONE WARS	MAY 09
XBOX	TAO FENG: FIST OF THE LOTUS	MAY 09
GC, GBA	SPLINTER CELL	MAY 09
PS2	MOTOGP 3	MAY 09
GC	ROBOTECH: BATTLECRY	MAY 09
PC	COLIN MCRAE 3	MAY 09
XBOX	STAR WARS: THE CLONE WARS	MAY 09
PS2	SMASH CARS RACING	MAY 09
GC	SUPER BUST-A-MOVE 2: ALL STARS	MAY 09
GBA	CASTLEVANIA: ARIA OF SORROW	MAY 09
XBOX	MOTOGP ULTIMATE RACING TECHNOLOGY 2	MAY 09
PS2, XB, GC	FREEDOM: THE BATTLE FOR LIBERTY ISLAND	MAY 09
GBA	NEED FOR SPEED	MAY 13
GC, XB, PS2	ENTER THE MATRIX	MAY 15
GC	BURNOUT 2: POINT OF IMPACT	MAY 16
PS2	SHINOBI	MAY 16
GC	TOP ANGLER	MAY 16
PC	GRAND THEFT AUTO VICE CITY	MAY 16
GC	CASTLEWEEN	MAY 16
PC	GTA: VICE CITY	MAY 16
GC	LOST KINGDOMS II	MAY 16
GC, PS2	SPEED KINGS	MAY 16
XBOX	WORLD CHAMPIONSHIP SNOOKER 2003	MAY 16
GC	DISNEY SPORTS BASKETBALL	MAY 16
GC	ISS 3	MAY 16
PS2	ARMOURED CORE 3	MAY 17
GC, XB, PS2	BLOOD RAYNE	MAY 23
XBOX	F1 CAREER CHALLENGE	MAY 23
GC	BLOODRAYNE	MAY 23
PC	GHOST MASTER	MAY 23
PC	RISE OF NATIONS	MAY 23
GC	DEF JAM VENDETTA	MAY 23
XBOX	RUN LIKE HELL	MAY 23
PS2	SILENT HILL 3	MAY 23
GC	SKIES OF ARCADIA LEGENDS	MAY 23
XBOX	SPEED KINGS	MAY 23
PC	THE SIMS SUPERSTAR	MAY 23
GC	WORLD RACING	MAY 23
PC	MEDAL OF HONOR ALLIED ASSAULT: PREMIUM EDITION	MAY 23
GBA	REVENGE OF SHINOBI	MAY 25
GBA	WARIO WARE, INC	MAY 25
PS2	DANCING STAGE MEGAMIX	MAY 29
PS2	INQUISITION	MAY 29
GC	BLACK & BRUISED	MAY 30
GC, PS2	FROGGER BEYOND	MAY 30
GC, XB	RED FACTION 2	MAY 30
XBOX	REVOLT	MAY 30
XBOX	STAKE	MAY 30
PC	STAR TREK ELITE FORCE 2	MAY 30
PS2	SOCOM: US NAVY SEALS	MAY 30
GC	RESIDENT EVIL 2	MAY 30
GC	RESIDENT EVIL 3: NEMESIS	MAY 30
PS2, XBOX	PRO BEACH SOCCER	MAY 30
PS2	INQUISITION	MAY 30
PS2	PILLAGE	JUNE 01
GC	TOM CLANCY'S SPLINTER CELL	JUNE 05
XBOX	GROUP S CHALLENGE	JUNE 06
GC, XB, PS2	WAKEBOARDING UNLEASHED	JUNE 06
XBOX	CRIMSON SKIES	JUNE 06
PC	ECHELON 2: WIND WARRIORS	JUNE 12
XBOX	EVIL DEAD: FISTFUL OF BOOMSTICK	JUNE 13
PS2, XBOX	F1 CAREER CHALLENGE	JUNE 13
XBOX	TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD	JUNE 13
PS2, XB, GC, GBA	HULK	JUNE 13
GBA	MEGA MAN BATTLE NETWORK 3	JUNE 20
PS2	RESIDENT EVIL DEAD AIM	JUNE 20
PS2	TRIBES: AERIAL ASSAULT	JUNE 20
XBOX	BRUTE FORCE	JUNE 20
PS2	SOLDIER OF FORTUNE II: DOUBLE HELIX	JUNE 20
PC	REPUBLIC: THE REVOLUTION	JUNE 20
PS2, PC	STARSKY & HUTCH	JUNE 20
XBOX, GC, PS2	MACE GRIFFIN: BOUNTY HUNTER	JUNE 20
PS2	VIRTUA FIGHTER 4 EVOLUTION	JUNE 22
XBOX	STAR WARS: KNIGHTS OF THE OLD REPUBLIC	JUNE 27
PS2	CLOCK TOWER 3	JUNE 27
PS2	REEL FISHING 3	JUNE 27
XBOX	MIDTOWN MADNESS 3	JUNE 27
PS2	INDIANA JONES & THE EMPEROR'S TOMB	JUNE 27
PS2, XBOX, GC, PC	THE GREAT ESCAPE	JUNE 27
XBOX	GALLEON	JUNE 27
GC	WARIO WORLD	JUNE 27
PC	DEUS EX: THE INVISIBLE WAR	JUNE 27
PS2, XB, GC	FUTURAMA	JUNE 27
PC	LIONHEART	JUNE 27

RELEASE DATES SUBJECT TO CHANGE

Yu-Gi-Oh! Worldwide Edition

Stairway to the Destined Duel

CVG HOSTS UK YU-GI-OH! CHAMPIONSHIP

PROVE YOU ARE THE BEST IN BRITAIN AND FLY TO NEW YORK TO TAKE ON THE WORLD!

CVG is looking for someone pretty special to represent the UK at the Yu-Gi-Oh! World Championships in New York City, USA! Fancy yourself as a red hot duellist, the likes of which the world has never seen? Step this way.

Qualifying rounds take place in June, when you can play Yu-Gi-Oh! Worldwide Edition and compete against other duellists at the card game. If you have a collection of Yu-Gi-Oh! cards to trade, this is the place to do it.

Everyone who attends the qualifying rounds will claim a limited edition Yu-Gi-Oh! trading card, and can try for other prizes outside of the main competition. Of course the best Yu-Gi-Oh! treasures are reserved for those who aim to become UK Yu-Gi-Oh! champ. Make sure you get hold of a copy of next month's CVG to find out all the details of where, when and how to enter!

IMMORTAL DUELLIST SOULS

Anyone is welcome to try qualifying, but you'll have the upper hand if you already own the game and have a killer deck to challenge your rivals.

Remember, we're looking for a champion whose Yu-Gi-Oh! s**ord on display in a tank. Sick stuff!** awesome they'll s into the heart of t greatest players. E you will be compe Duellists from the Japan and the US, Yu-Gi-Oh! has beer for a long time – Ja guys have been pra since way back in 1

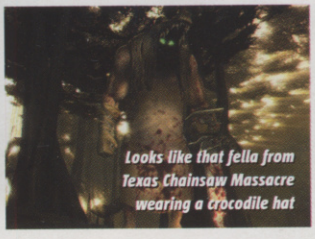
Get your hands on some starter decks, practise, and a trip to the Big Apple could be yours!

NEXT MONTH: FULL DETAILS ON HOW TO ENTER

Sony is keeping details on Ghosthunter close to its chest, but CVG managed to wrestle free a few nuggets of info. It's a survival horror adventure that is expected to drift on to PlayStation 2 this winter. Sony has hinted that the core gameplay will be far more action-packed than the likes of the Resident Evil or Silent Hill series. And unlike its creepy cousins, Ghosthunter introduces stealth elements into the genre.

More on this petrifying PS2 exclusive next month.

A giant teddy attempts to scare you with its Sylvester Stallone impression. Nice try, Fluffy



Looks like that fella from Texas Chainsaw Massacre wearing a crocodile hat

Pop Idol

SING AND DANCE YOUR WAY TO STARDOM ON PS2

Who Wants To Be A Millior Link... and now Pop Idol. H Will Young do you turn a g vocal talent into a videoga

Does the game use the perhaps, and cleverly evalu skills depending on the pitc sound that you produce wh pop classics? Sorry, no it do original and exciting than t

Pop Idol is a straightfo game, debuting on PS2 an get to train up a character performances will be judge fashion misfit and super-n

IS GBA THE BEST HANDHELD? FIND OUT!

SEGA GT ONLINE
Gamble your motor on the Net in this Live-enabled hotrod

F-ZERO GC, ONIMUSHA 3 & MARIO HYBRID

GO, PINK LIGHTNING!

Nintendo's hoover-mouthed hero is surfing onto GameCube in serious style in Kirby's Air Ride.

Explosive four-player split-screen mayhem, crazy items galore, and an adrenalin-packed one-player adventure! Plus you get to wear a little green hat, just like Link's in Legend Of Zelda. Look!

SP-ECIAL EDITION

Nintendo has just released a limited edition Pokémon-themed GBA SP in Japan.

It's spice-coloured (that's 'orange' to the rest of us) and features a cool little embossed Torchic character from Ruby and Sapphire on the flip-top lid.

This fruity SP is the perfect companion for any of you with an imported spice GameCube. Even if you think Pokémon is guff, the embossed critter is so subtle that you hardly even notice it's there.

GREEN MACHINE

Nintendo isn't the only one releasing special edition consoles. Microsoft is planning to launch a limited edition Xbox across Europe.

The official word is that the limited edition console will be a stylish transparent green, like the Xboxes that most games developers use. CVG has seen one and can confirm that it will brighten up your games pit nicely.

You'll be able to buy the limited edition Xbox on May 2 at just £149. Bargain!

YOU CAN'T TOUCH THIS!

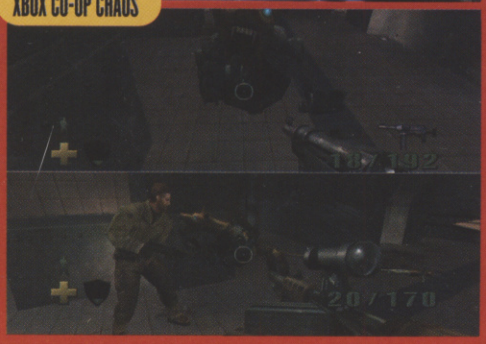
RETURN TO CASTLE WOLFENSTEIN CREATORS REFUSE TO PLAY NICE

Id, the developer of RTCW: Operation Resurrection (PS2) and Tides Of War (Xbox) is being a big fat baby. It won't let anyone play with its new toys, hence the reason for no preview on either game in this month's Incoming.

Both titles go on sale in May, but you'll have to wait until next issue to find out what CVG reckons to id's evil shooters, and whether they manage to outgun their awesome PC predecessor in our definitive reviews.

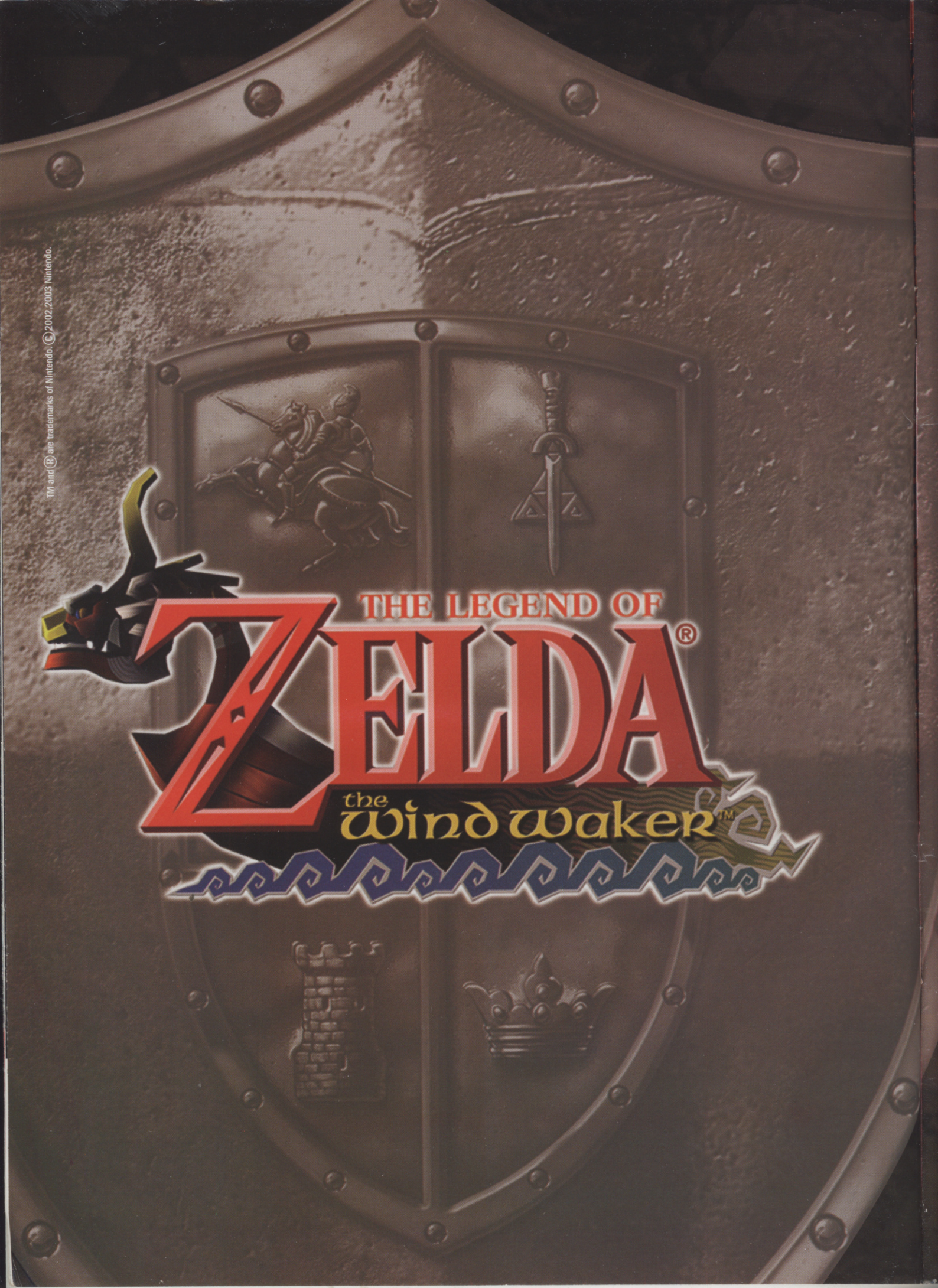
From the look of these stunning new screenshots, we could have a pair of icy cool killers on our hands.

XBOX CO-OP CHAOS



The mega-hard Super Soldier Prototypes from the PC game make a frightening reappearance in both games. If they weren't hard enough already, now they're cloaked in cosy electric shields

Check out this cliffhanger! Will player one get his nose bitten off by the freaky cyborg dog or can player two get his ass in gear quick enough to fill the metal mutt with lead and save his partner?



TM and ® are trademarks of Nintendo. ©2002,2003 Nintendo.

NINTENDO GAMECUBE™
www.nintendo.co.uk

"GameCube's crowning glory
is one of the finest
video games ever created."
NOM 10/10.

"Perfect. Gaming elevated to the form of fine art.
A masterful achievement
from the greatest game designer working today."
Gamesmaster 97%.

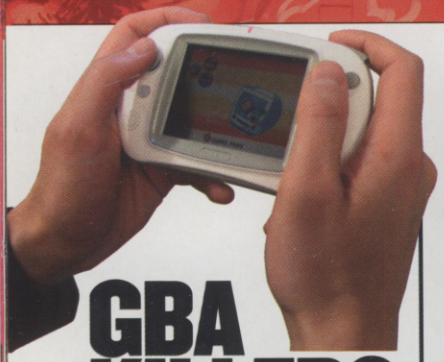
"This is why we play Nintendo.
The Wind Waker is an utter delight for both the mind
and the senses to wallow in."
NGC 96%.

LIMITED EDITION GAME SET

INCLUDES BONUS DISC
FEATURING
THE LEGEND OF ZELDA:
OCARINA OF TIME
AND NEVER BEFORE RELEASED
MASTER QUEST

STRICTLY WHILE STOCKS LAST

STOP PRESS ON MAY 15 SONY WILL RELEASE A NEWLY MODIFIED PS2 IN JAPAN THAT PLAYS EVERY FORMAT OF DVD, IS QUIETER, SEGA IS DEVELOPING SEQUELS TO THE OLD-SKOOL CLASSICS ALTERED BEAST AND VECTOR MAN EXCLUSIVELY



GBA KILLER?

PLAY ANYTHING, ANYWHERE!

Surely a handheld that plays GBA, SNES, NES, PC Engine, old arcade games and MP3s would take the world by storm and blow Nintendo's portable bundle of fun out of the water. Well, such a machine does exist. Sort of.

The GP32 playing a PC Engine game

The GP32 is a neat handheld that you can hook up to your PC via a USB link cable. Once you've downloaded all the necessary software, you can upload emulators and games for all the formats listed above onto a Smart Media Card that slips neatly into the top of the machine.

But... yes, there's a but. It struggles to run many newer games. Especially GBA and SNES titles. And there are a couple of other problems: it's a faff to get up and running, the console costs 100 quid, Smart Media Cards are damn pricey too (a 128MB card costs £42), and it's not backlit.

However, new and improved emulators are constantly appearing on the Net, so the GBA/SNES problem could be solved over the coming months. Visit www.GBAx.com to get hold of one, and for GP32-related info.

Play games like Doom (PC) and Pilot Wings (SNES)

BLINDING NEW SHOTS

Captain Falcon focuses on keeping down that lunar burger he had for lunch

Your vehicle fizzes as you bounce off an electric fence

As you blast around the track as fast as your craft will carry you, a fierce electric storm erupts overhead

F-ZERO GC

ACTION SO ELECTRIC IT'LL FRY YOUR FINGERTIPS. TZZ-ZZK!

Nintendo has unleashed another bevy of beautiful screens from its lightning-quick racer, and we've had a real job stopping them from bursting clean out of the page.

F-Zero GC fizzes onto GameCube in the States on June 24. Just over a month away, for all of you with Freeloader discs! CVG is counting down the minutes, because it's going to be a full-on scorcher, for sure.

Swiftly line yourself up, hit the boost pad, and clock up speeds in excess of 2000kph!

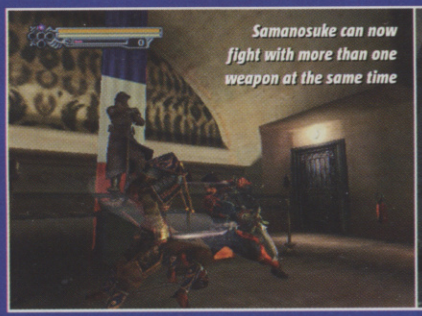
SCREENSHOT EXPLOSION

ONIMUSHA 3™

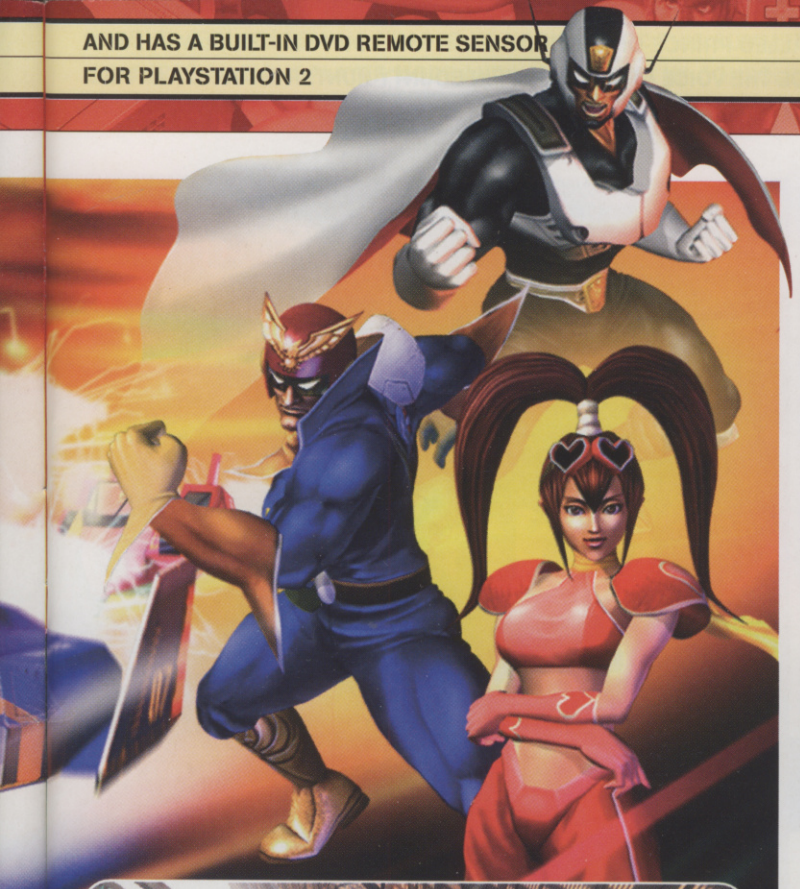
Part three of the Capcom's epic samurai saga is looking like it'll be by far the tastiest of the bunch.

The battle scenarios are now monumental, the action more intense and the overlapping adventures of Samanosuke and Jacques are sure to have fans of the series quivering with excitement.

Onimusha 3 will be shown in action for the first time at the end of this month at the E3 games show in Los Angeles. Check out CVG's definitive report next issue, but until then cop a load of these striking new shots.



Samanosuke can now fight with more than one weapon at the same time



SEGA'S ONLINE RACER REVEALED

UPPING THE MOTORING STAKES ON XBOX LIVE

Are you the kind who's willing to lay it all on the line? You have to be if you want to play Sega GT Online, because gambling cars in face-offs against the best drivers from all over the globe is what it's all about.

Sega's exclusive Xbox racer powerslides into US stores this autumn and UK shops at the end of the year. When it arrives you'll be able to collect and get behind the wheels of more than 160 petrol-guzzling speed demons, from vintage '50s roadsters to modern-day marvels. You can yell at other drivers using the Xbox Communicator headset too.

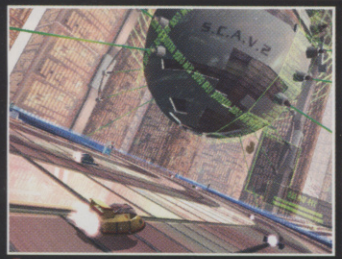
Fine-tune your hog to match your driving style

Burn rubber in a special all-Mustang race

Up to six players can race simultaneously

Cane prototypes from the biggest names

In the Japanese N64 DD version of F-Zero X you could design your own tracks, so with any luck this option will appear in F-Zero GC



This is looking soooo good that we're praying Nintendo will announce some form of GC/GBA link-up feature. Please!

Wait for a corner without barriers and then slam into your opponents to send them crashing downwards to their doom

MARZ ATTACKS!

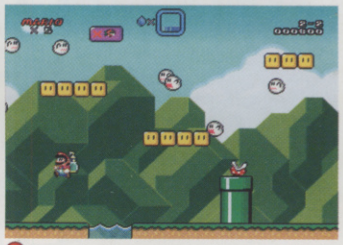
CULT ROBOT SERIES INVADES THE PS2

The Virtual On games gathered a hardcore following on Dreamcast and Saturn. But with the latest instalment headed to the outstandingly popular PlayStation 2, the series could expand its hardcore appeal to the masses. Virtual On Marz is stomping exclusively onto PS2 this November. Look out ZOE!

Konami's arcade mech game should really watch its back, because Virtual On Marz brings with it explosive multiplayer two-on-two battles, more than 40 playable characters and tons of special unlockables.

Storm into battle alongside other Virtuaroids

Every robot comes equipped with a special attack



Remember that a FLUDD without water is like an inflatable dartboard. Useless!

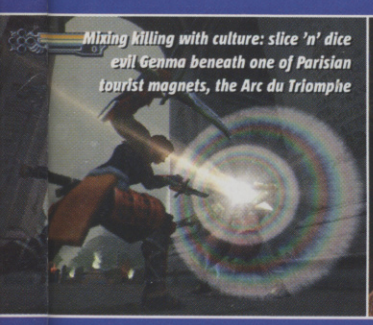
SUPER MARIO PAC

SUPER MARIO WORLDS MERGE ON THE INTERNET

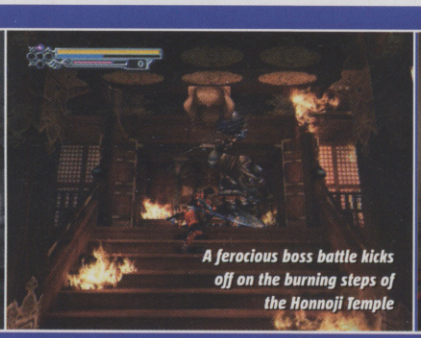
If you love the pot-bellied pipe fitter and have access to the Web, get your ass to this website: www.hermitgames.com/mariopac.php.

Here you'll be able to download Super Mario Pac, one of the simplest, most addictive games available on the Net for free.

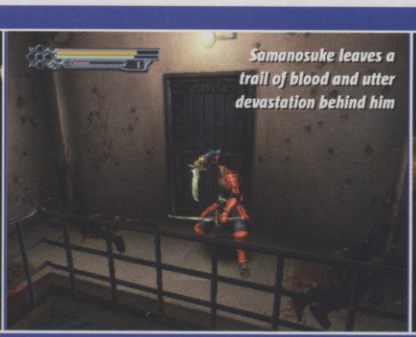
The action takes place in hybrid Super Mario World surroundings, but sees Nintendo's sewage expert equipped with the FLUDD backpack from Mario Sunshine.The aim is to fly around collecting sections of pipe and to pile them up while squirting oncoming attackers away in the process. Once you've built a pipe and killed the Piranha Plant that's living in it, it's on to the next level. But trust us, it plays a lot better than it sounds. No, really!



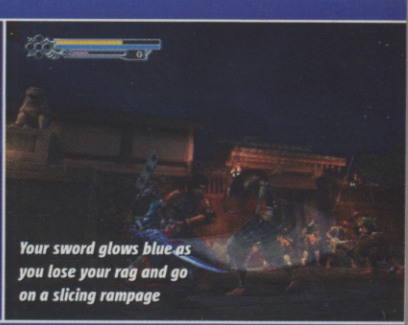
Mixing killing with culture: slice 'n' dice evil Genma beneath one of Parisian tourist magnets, the Arc du Triomphe



A ferocious boss battle kicks off on the burning steps of the Honnoji Temple



Samanosuke leaves a trail of blood and utter devastation behind him

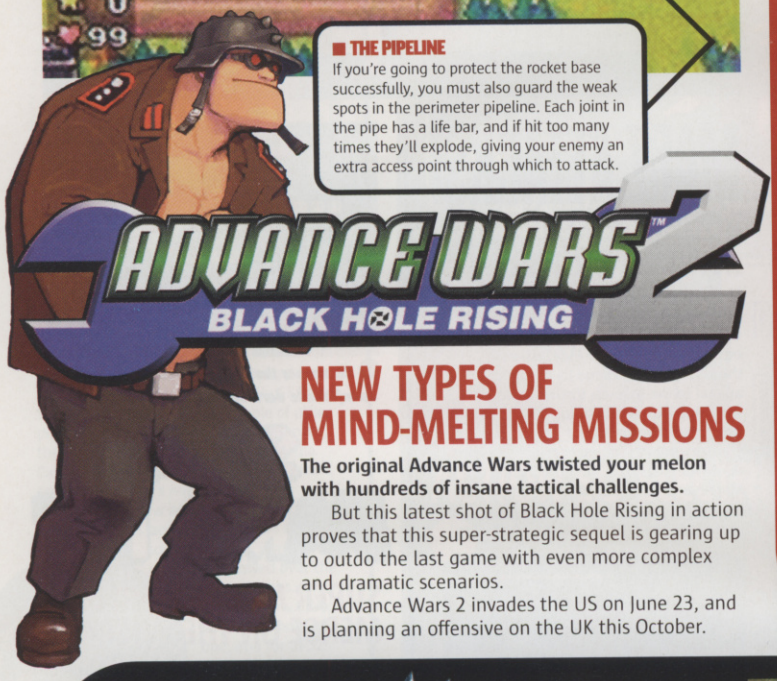


Your sword glows blue as you lose your rag and go on a slicing rampage

■ ROCKET BASE
Your mission is to defend this giant enclosed area that's 16 times the size of a regular city. It's a huge target, so you will have to position your troops perfectly if you're going to keep the incoming jets and choppers at bay

■ STATUS STARS
These mysterious new stars could be a measure of your CO's special attack ability as it charges up. Or perhaps your character evolves and becomes more powerful depending on how many and which type of battles you win...

■ THE PIPELINE
If you're going to protect the rocket base successfully, you must also guard the weak spots in the perimeter pipeline. Each joint in the pipe has a life bar, and if hit too many times they'll explode, giving your enemy an extra access point through which to attack.



ADVANCE WARS 2 BLACK HOLE RISING

NEW TYPES OF MIND-MELTING MISSIONS

The original Advance Wars twisted your melon with hundreds of insane tactical challenges.

But this latest shot of Black Hole Rising in action proves that this super-strategic sequel is gearing up to outdo the last game with even more complex and dramatic scenarios.

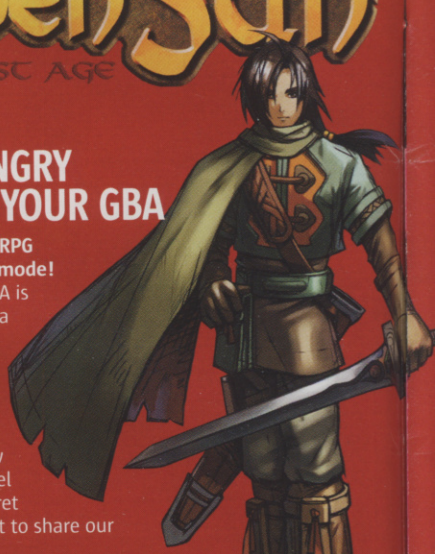
Advance Wars 2 invades the US on June 23, and is planning an offensive on the UK this October.

Golden Sun™ the Lost Age

LIKE LETTING AN ANGRY DRAGON LOOSE IN YOUR GBA

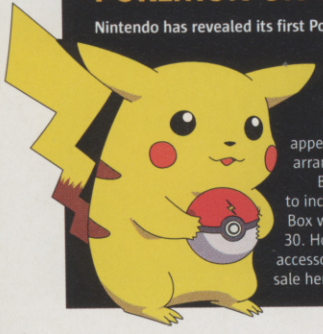
The greatest exclusively handheld RPG returns, its magic wand on dazzle mode!

Golden Sun: The Lost Age on GBA is set to whisk you away yet again to a fiery fantasy world that mixes explosive Final Fantasy-style combat and the sorts of puzzles that give Zelda a run for its money. CVG discovered a treasure chest rammed full of gorgeous new shots from this hotly awaited sequel while exploring Nintendo HQ's secret underground tunnels. And we want to share our new-found bounty with you. Here!



ポケモンボックス Pokémon Box ルビー&サファイア

POKÉMON ON GC! POKÉMON ON GC! OH...



Nintendo has revealed its first Pokémon title for GameCube, but it's not a game! Pokémon Box is, as the name suggests, a storage facility that enables you to hold up to 1500 of the cutesy creatures by uploading them into your Cube from your GBA via the link cable.

It's basically an elaborate adaptation of the Pokédex that appears in both Ruby and Sapphire, which is used to search for, arrange and study your troops.

But as it's not a game but rather a piece of software intended to increase the pleasure of playing the GBA adventures, Pokémon Box will retail in Japan at around £10 when it's released on May 30. Hopefully British gamers will be treated to this Pokémon accessory at a similarly low price when Ruby and Sapphire go on sale here in Blighty on July 25.

You can view the entire range of stats for every creature in the Pokémon world on a single screen. How about that!

This is the ultimate filing system for your Pokémon. Very neat

COUNTER-STRIKE COIN-OP

The most popular multiplayer online shooter is coming to the arcades.

In a surprise move Namco has licensed Half-Life mod Counter-Strike and called it... hold your horses... Counter-Strike Neo!

Many machines will be linked up in the arcades so that multiple players can pump the hell out of each other on the battlefield, but the exact number of players per game is not yet confirmed.

Attennn-SHUN! The Counter-Strike Neo cabinets line up in single file

KNIGHT: JEDI ACADEMY IS HEADED TO XBOX AND PC THIS SUMMER
FEATURES AN EIGHT-PLAYER MODE AND YOU CAN LINK UP CONSOLES

EXPLOSIVE NEW SCENES AND BRAND NEW INFO

ENTER THE MATRIX

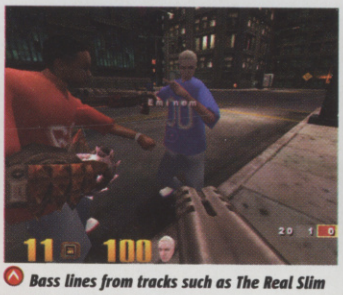
Your team of adventurers is again assisted by magical creatures

CATCH CVG'S SPELLBINDING PREVIEW NEXT ISSUE

Find and capture magical creatures in secret places. Worth exploring far and wide

Not sure what happens here but maybe you can move this wreckage to make a safe path

Merman is a new enemy, and it looks like you have a cool new attack to deal with him. Scary skull death!



Bass lines from tracks such as The Real Slim Shady thump along in the background as you frag yourself into a frenzy

EMINEM IN SHOOTOUT!

SLIM SHADY AND DR DRE KICK IT, QUAKE-STYLE

It's a deathmatch made in heaven. If you love Quake III Arena for PC and are all about Eminem, you're in for a surprise treat.

You can download a special Eminem-themed level and character models of the man himself and Dr Dre on the official Eminem website – www.eminem.com. What are you waiting for?

Once you arrive at the Eminem homepage, just hit the 'extras' link, and then you can download the 'Chronic Quake level'

CHILD ABUSE!

MIYAMOTO SET TO LOBOTOMISE MARIO 128

Yoshi pukes up his guts in disgust at the prospect of Mario 128 being made easy

Shigeru Miyamoto reckons that Mario Sunshine is too damn tough

Super Mario Sunshine has a lot of critics, but now even Mario's daddy Shigeru Miyamoto has stuck the boot in.

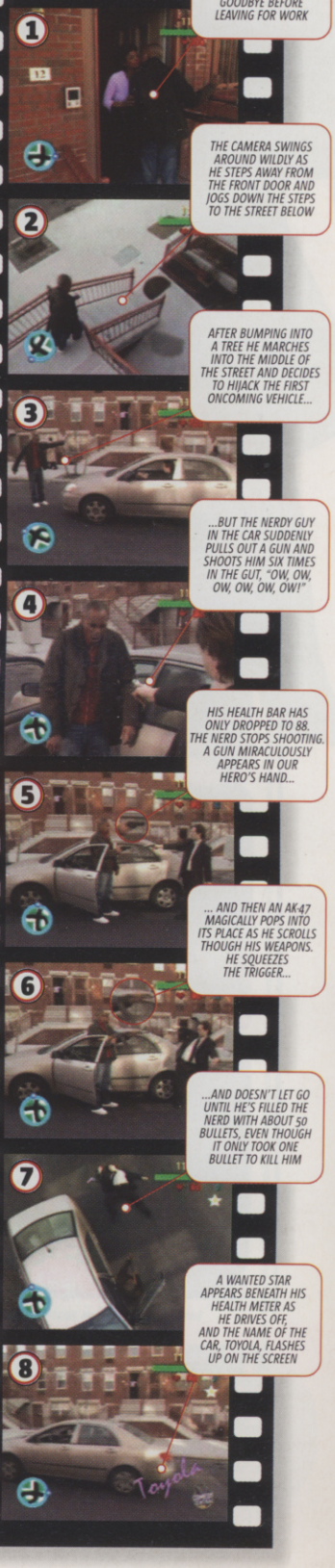
In a recent interview Nintendo's legendary games creator stated that he thought Mario Sunshine was too hard, and that he'd make Mario 128 easier.

Has the banjo-twanging mentalist lost even more of his marbles? Pull yourself together man! Mario is *meant* to be hard. Yes, the whole blue coin-collecting fiasco in Mario Sunshine was insanely tough, but CVG reckons that the difficulty level of collecting all the Shines needed to complete the game was just right.

Dumb Mario down and you might as well put the hairy hero in Pampers, tie a frilly bonnet to his head and give him a baby's rattle – the series would never be able to shake the widespread opinion that it's only for little kids.

gta SPOOF

A hilarious TV sketch that makes fun of Vice City recently appeared on Comedy Central over in the States...

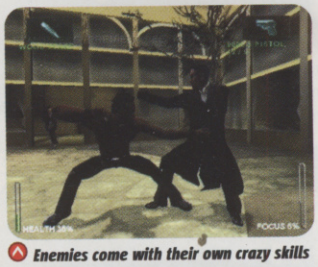


ENTER THE MATRIX

JUST LOOK AT THE CARNAGE!

EXCLUSIVE NEW PICS

Say hello to my moustachioed friend



Enemies come with their own crazy skills

Know what they call a Big Mac in France?

Running up walls? Check. Visible bullet trails? Check. The most badass Kung Fu moves you've ever witnessed? Check again.

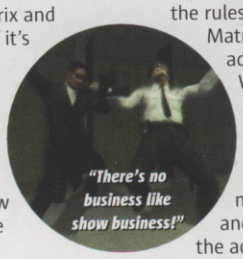
That's the shopping list for action you want in Enter The Matrix and we're pleased to say that if it's action you're after, the game looks like it will definitely deliver.

We were granted one last hands-on with the latest code before we deliver the definitive review next issue, so here's all the latest info.

REMAIN FOCUSED

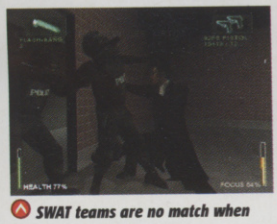
First, a word of warning. No, you're not viewing these pages in special Blur-O-Rama, but the majority of our action shots were taken using the 'Focus' feature of Enter The Matrix.

Focus (referred to as Bullet Time behind the scenes) is a way of bending the rules of the Matrix to your advantage. When you use Focus, the game employs its own special effect, adding in motion-blur and slowing down the action.



"There's no business like show business!"

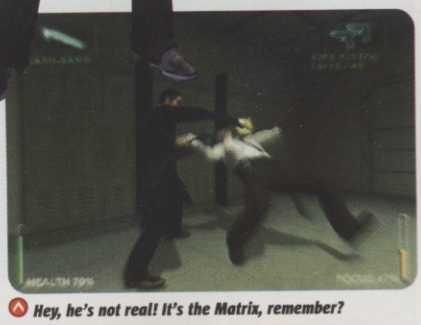
As a result, you may find our screenshots a little fuzzy, but in reality they're meant to look like that. Believe us, this technique looks 100 times better in motion than in a static screenshot.



SWAT teams are no match when you've got them mad skills

Toilets can be dangerous places

You'll be using Focus a lot as it makes taking out goons a work of performance art. If you don't have a weapon, you can run up to enemies, hit Focus, stun them with some dazzling kicks and punches and then snatch their weapon from their hands and unload it in them. Cool!



Hey, he's not real! It's the Matrix, remember?

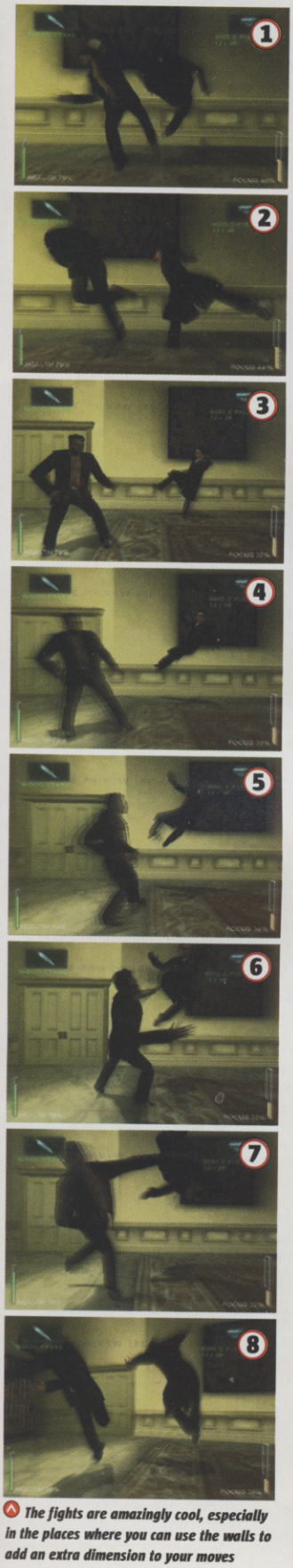
DRIVING SCHOOL

Niobi and Ghost share some of the action on the shooting and driving levels.

Here, if you're playing as Niobi, you get to drive a car or pilot the Osiris. Play as Ghost and you literally ride shotgun, blowing the crap out of whatever is trying to chase you.

Niobi acts as the driver and Ghost must blast any traffic that gives chase. It makes for a spectacularly explosive diversion

CHECK OUT THIS FIGHT SEQUENCE, WHICH LOOKS EVEN BETTER IN MOTION!

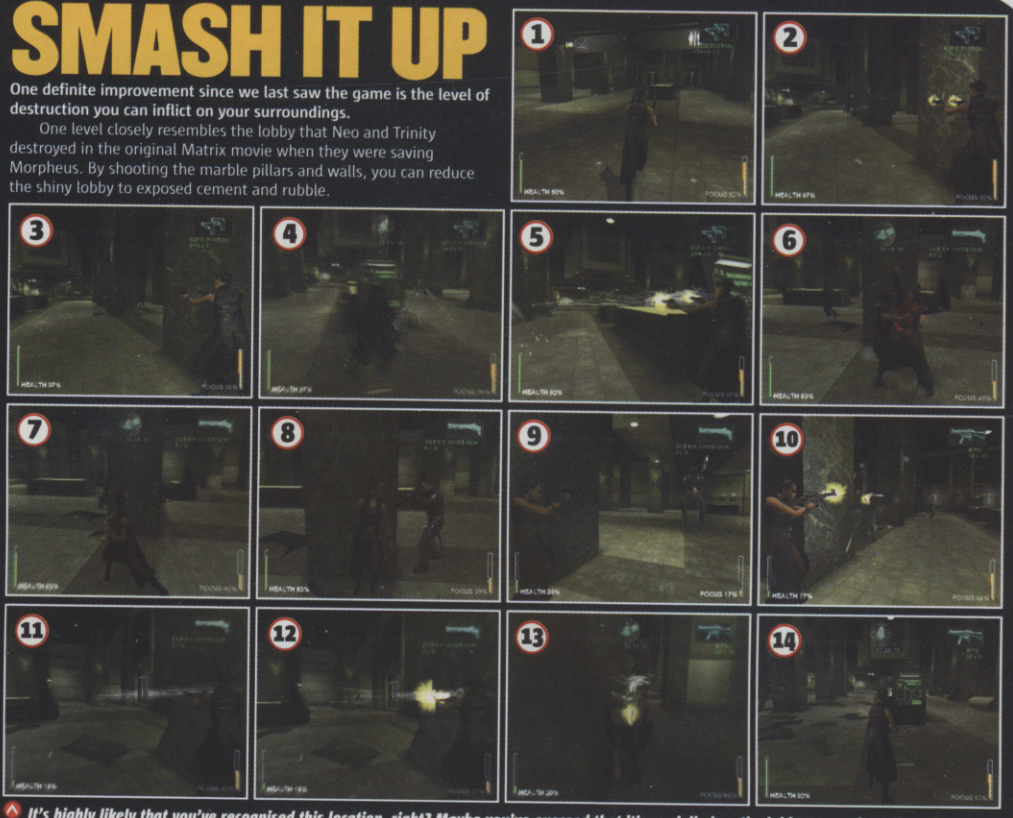


The fights are amazingly cool, especially in the places where you can use the walls to add an extra dimension to your moves

SMASH IT UP

One definite improvement since we last saw the game is the level of destruction you can inflict on your surroundings.

One level closely resembles the lobby that Neo and Trinity destroyed in the original Matrix movie when they were saving Morpheus. By shooting the marble pillars and walls, you can reduce the shiny lobby to exposed cement and rubble.



It's highly likely that you've recognised this location, right? Maybe you've guessed that it's modelled on the lobby rescue from the original Matrix movie. And just like in the film, the whole place looks a lot different when you've played with your weaponry...

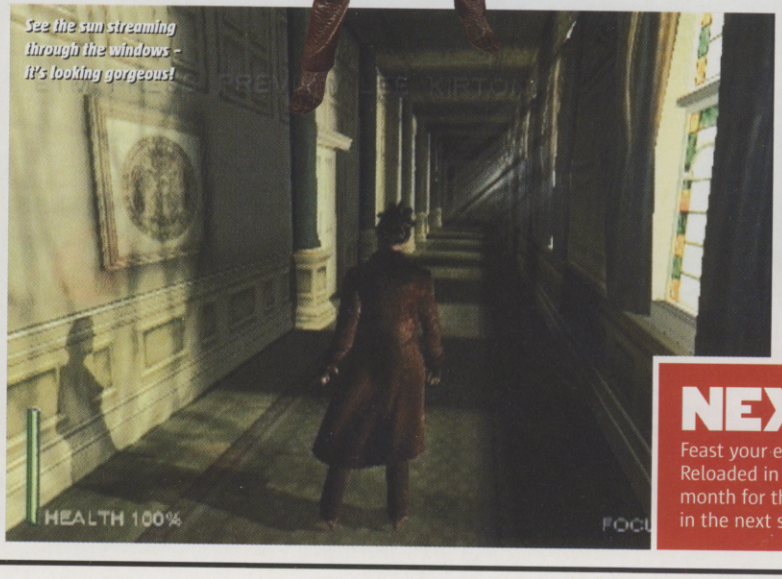
KAN KEANU KICK IT?

As we've previously mentioned, Neo, Morpheus and Trinity aren't playable characters in Enter The Matrix, although they do appear throughout the game.

You play as either Niobi or Ghost, two new characters that feature in the movie sequels. Two playable characters mean you get to enjoy two different adventures with unique levels, depending on who you're playing as. There are also multiple endings and secret levels to unlock, according to how you play.

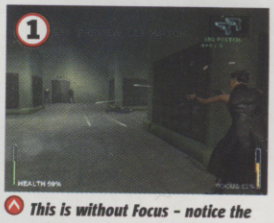
Hacking into the Matrix is another major part of the action, whereby you can alter things to your advantage. This enables you to receive bigger, badder weapons and new fighting moves.

We've also heard whispers that there are hundreds of different hacks in the final game, enhancing character abilities beyond fighting and even altering your surroundings – no walls, anyone?

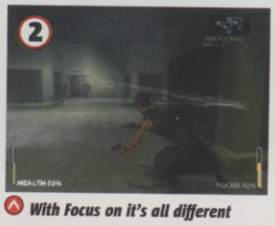


See the sun streaming through the windows – it's looking gorgeous!

Why use the floors when you can run along walls? So much more fun



This is without Focus – notice the bullets bursting out of the gun



With Focus on it's all different

NEXT MONTH

Feast your eyes on the screens, go see The Matrix Reloaded in the cinema and check back here in a month for the definitive review of Enter The Matrix in the next spoon-bending issue of CVG.

Because the game is based on ancient Japanese folklore, you get to visit spooky oriental locations like this

© 2002 FromSoftware,Inc.

Otogi
Myth of Demons

Admit it, you'll wish you owned an Xbox... Otogi looks awesome

Hold this page close to your Xbox. You'll notice how the console quivers and, in some cases, glows... This strange phenomenon occurs because the action adventure Otogi is stoked with supernatural power!

Otogi is coming to Xbox in time for autumn. We thought you'd like some forecasts we've had from the Other Side.

The name, which sounds kinda like a sneeze, comes from the Japanese term for fairy tale – 'otogi banashi'. The game, though, ain't entirely Hansel and Gretel. Main guy Raikou is an assassin brought back from the dead to help restore the balance of good and evil in the world. This world is overrun with mythical Japanese monsters, and all the places Raikou must exorcise look like they've come straight out of ancient history books.

Perhaps the closest thing to it on Xbox is Capcom's Onimusha, but Otogi is more about fighting than solving puzzles. Its creator, From Software (Armoured Core, Lost Kingdoms), says Otogi is all about 'super-destruction' – you can beat up and/or smash to tiny pieces anything that crosses your path, even almighty ancient skyscrapers.

Raikou has two methods of attacking the ghouls – short, rapid strikes or a heavy single blow. It's cool wading through masses of uglies twirling a sword, but likewise nice to bring columns of stone crashing down with concentrated force. Fashooom!

Raikou's weapons are all blades of some kind, ranging from broadswords to double-ended staffs. Like in Onimusha, these weapons can be enhanced with elemental magic. Trade souls of the defeated for any additional weapon or magic Raikou's frozen heart desires, and experiment till you find the best for your style of play. We like cutting a swathe with the broadsword.

Otogi is spectacular, from the intricate artwork to the concussive explosions. Throwing amazing-looking enemies through the walls of decrepit Japanese mansions is awesome – and we haven't even got started on the bosses. Sega will release the game around September/October time.

This level is set on a floating temple. A hu-uge centipede flies above and Raikou must smash its head when it passes

If ancient Japanese monsters are your thing, Otogi will make your jaw drop so fast it might fall off its hinges

First game in a long while that has to be played if only to see where it takes you next. Amazing innit!

© 2002 FromSoftware,Inc.
© 2002 FromSoftware,Inc.

NEXT MONTH:
E3 SPECIAL
SIZZLING NEWS FROM THE BIGGEST GAMES SHOW ON THE PLANET

Awesome new titles, shock announcements and girls dressed up as sexy games characters! E3 has it all.

This year's show takes place in LA, and CVG has assigned itself with the dirty job of flying out there to bring you every droplet of hot news. Find out next month whether Solid Snake will be embarking on an all-new covert quest for GameCube, what GT4's online features are, how Halo 2 is coming along and much, much more.

Check out our list of some of the big name games we're guaranteed to see and get hands-on with at the show...

DON'T MISS IT

- HALO 2 (XBOX)
- F-ZERO GC (GC)
- RATCHET & CLANK 2 (PS2)
- GRAN TURISMO 4 (PS2)
- CASTLEVANIA (PS2)
- STAR FOX ARMADA (GC)
- ADVANCE WARS 2 (GBA)
- AMPED 2 (XBOX)
- METAL GEAR (GC)
- SEGA GT ONLINE (XBOX)
- SLY RACCOON 2 (PS2)
- FINAL FANTASY CRYSTAL CHRONICLES (GC)
- PROJECT GOTHAM RACING 2 (XBOX)
- PIKMIN 2 (GC)
- WWE RAW 2 (XBOX)
- ONIMUSHA 2 (PS2)
- DRIVER 3 (PS2)
- KIRBY'S AIR RIDE (GC)
- FABLE (XBOX)
- DONKEY KONG COUNTRY (GBA)
- COUNTER-STRIKE (XBOX)
- SUDEKI (XBOX)
- GHOSTHUNTER (PS2)

computer and video GAMES
DENNIS PUBLISHING LTD,
30 CLEVELAND STREET,
LONDON W1T 4JD

POWERED BY STRONG BLACK COFFEE AND GINGER NUT BISCUITS

EDITOR ..... ALEX SIMMONS
DEPUTY EDITOR ..... PETER WALKER
REVIEWS EDITOR ..... LEE SKITTRELL
NEWS EDITOR ..... MIKE COOPER
ART EDITOR ..... JAIME SMITH
SENIOR DESIGNER ..... JENNY MCCOMB
PRODUCTION EDITOR ..... GEORGINA KYRIACOU
CONTRIBUTING EDITOR ..... PAUL DAVIES

ART DIRECTOR ..... PHIL CLARK
ONLINE EDITOR ..... GARETH RAMSAY
ONLINE NEWS EDITOR ..... JOHNNY MINKLEY

CONTRIBUTORS
(WORDS) BARNY ZOELLER, MAURA SUTTON, ALEX HUHTALA, DAVE MCCOMB, RHIANNA PRATCHETT, PAUL ANGLIN, MATT WALES, ANOOP GANTAYAT, JOHNNY MINKLEY, ALEX PULLMAN
(SUBBING) ROSANNA NEGROTTI
(DESIGN) MIKE NEWSON
(ILLUSTRATION) TEAM ARTONOMY, NISHANT CHOKSI

■ CVG EDITORIAL 020 7907 6565 (FAX: 6566)
■ EXISTING SUBSCRIBER ENQUIRIES
01454 642443 OR CVG@CISUBS.CO.UK
■ ONLINE SUBSCRIBER SERVICE
WWW.SUBSINFO.CO.UK
■ PRODUCTION EXECUTIVE
STUART SLADE 020 7907 6054
■ SENIOR PRODUCTION EXECUTIVE
KERRY LAMBIRD 020 7907 6056
■ PUBLISHER
TARA LEATHERS 020 7907 6508

■ GROUP SALES DIRECTOR
IAN WESTWOOD
■ GAMES GROUP ADVERTISING MANAGER
MANDY HEWITT 020 7907 6670
■ PROMOTIONS MANAGER
EMILY FORD 020 7907 6672
■ SENIOR SALES EXECUTIVE
JONATHAN BOAKES 020 7907 6673
■ SENIOR SALES EXECUTIVE
KERRY NORTCLIFFE 020 7907 6671
■ CLASSIFIED SALES EXECUTIVE
DAN READ 020 7907 6684
■ GROUP PRODUCTION MANAGER
SIMON MAGGS 020 7907 6051
■ LIST RENTAL EXECUTIVE
NERYS CHURCH 020 7907 6140
■ DIRECT MARKETING DIRECTOR
JULIAN THORNE
■ NEWSTRADE MANAGER
FRZANA REHMAN 020 7907 6148
■ GROUP PUBLISHER
DUNCAN TICKELL 020 7907 6352
FINANCIAL DIRECTOR
IAN LEGGETT
GROUP MANAGING DIRECTOR
ALISTAIR RAMSAY
CHAIRMAN
FELIX DENNIS

IMPORT GAMES SUPPLIED BY
RAVEN GAMES LONDON
TEL: 020 8663 6822
EMAIL: INFO@RAVENGAMES.CO.UK

Dennis PPA

COMPANY REGISTERED IN ENGLAND, NUMBER 1138891.
ENTIRE CONTENTS ©2003 FELDEN PRODUCTIONS.

© COPYRIGHT:
COMPUTER AND VIDEO GAMES 2003
ISBN NO: 0261-3697
Computer And Video Games recognises copyrights and trademarks. We have acknowledged copyright holders. If we have not credited your copyright, we will correct any oversight.

Crest
See and feel the difference.
Make brush time play time.
The Crest Spinbrush is half toothbrush, half fun brush.
You're happy. Your Mum's happy. Everyone's happy.
So get her to get you one.
How can she say 'no' to a toothbrush?
RACING
Crest
SpinBrush™

MAILBAG

Send your rantings and ravings (or a letter) to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Or email us at mailbag.cvg@dennis.co.uk

PHANTOM MENACE

I'm just writing to you to give you some information on the new console known as The Phantom. Infinium Labs say [blah blah blah] A new contender has entered the console wars, but will it become victor and king of all games consoles? Only time will tell.

Dan Ellis

CVG *No, CVG is telling you it won't be king of anything. Except maybe turkeys. How do we know that? Just take a look, as we did, at the official website at www.infiniumlabs.com. In two minutes you'll see this new Florida outfit makes absurdly ambitious claims that the Phantom will do just about everything, except maybe spank your monkey for you (though we hear Dutch 'peripheral' experts are working on an adaptor for Taito's genius train-driving controller). Call us cynical, but we're a tad suspicious of any company that doesn't list a single game for its new console, a single games company working with it or give a single interview about its product since putting out one press release in January – despite claiming a US launch in November. We'll happily eat our words if The Phantom blows away the world's biggest games show (E3) in May, but according to our checks, Infinium is not even listed as an exhibitor. So right now we'd rather put money on some idiot commissioning a sequel to lame Billy Zane movie turkey, The Phantom.*

BRAIN OF BRITAIN

You lied about your offices being on Cleveland Street. They are on Euston Road/Warren Street. Liars.

Bilalk

CVG *You're absolutely right. We're such clueless asses we don't even know where we work. That would explain why no one's paid us for two years. Or, you're a prize cock. Which is the truth? Vote now – answers to our usual address. But feel free to hand deliver yours to Euston Road, Bilalk.*

GUEST LETTER

Every month, mail from a parallel universe somehow finds its way into CVG's Mailbag. We're forwarding this month's best entry to The Samaritans.

MMMMM

I wanna ate a baby
Oh baby back
Baby back ribs

Sean Purcell

Try to get a grip on reality, you freak. And don't speak with your mouth full.
Next month: Big Brother's Jade mistakes CVG Mailbag for an 'eat all you can carry' Thai buffet.

HE'LL BE BACK

I am now too old to read CVG. I remember the days when your magazine was packed to the brim with code for games for various home computers. Many a school day afternoon was spent programming away.

I have always found your publication to be fair and unbiased, a trait which is sorely lacking in other publications. However, I do feel that it is aimed at a younger audience (just my opinion). All the external reviewers and testers are in their teens at most. So it's farewell for now. Keep up the good work.

Jose

First CVG, next Sunset Boulevard

CVG *Fair and unbiased, yes, but teens? Well, mentally maybe, but that bunch of freelance reprobates is, on average, on the wrong side of 20, with many long years of gaming experience – which is exactly why we employ them. We can't promise to print a line-by-line DIY version of Doom III, but you're never too old for CVG. Just because you, like CVG, have been around a bit, doesn't mean you have to lose your love and enthusiasm for games, which is what CVG is all about.*

WAS IT GOOD FOR YOU, MONKEY?

Your mag is the best. I've read all the rest and yours definitely stands out. If I ever go into a profession, I'd like to be a videogames journalist. For this very magazine.

Would you like me to email you a review of a game? It'd be really good, especially for you.

P.S. The address I registered on your website was false, sorry!!!

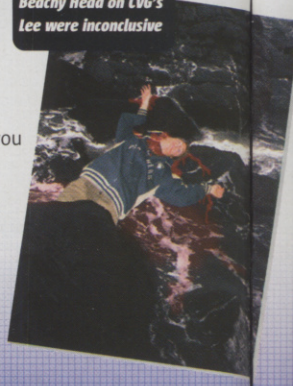
Munkiman1

CVG *We're just guessing here of course, but you sent an almost identical email to every games mag in the world, right Munkiman? Here's a little tip, though: next time, we suggest you sound more confident/committed/trustworthy. Try not to use the phrase "If I ever go into a profession" or admit you lied to us previously.*

P.S. You're dead right to think we cross check the addresses of every half-arsed email we get against those registered on our website. Every day, Mike and Paul fight over who gets to do it.

TAKE A RUNNING JUMP

Realistic jump tests off Beachy Head on CVG's Lee were inconclusive



I'd like to talk about how, in games where you can jump, you can change direction while in the air!

Now realistically that is not possible! That has always

CVG STINKER

"Dear CVG, my bum is dirty, can you wipe it?" a reader writes

SCHOOL CVG: LESSON TWO

I'm in my second year of my marketing degree and I've chosen to do a project on the pricing strategies employed by the major players in the games industry. I was hoping you could help me by sending me any relevant information or links.

Mussaddeque Ahmed

At midnight on every Saturday, Alex can be found poring over thousands of pages of marketing documents, while Lee likes to spend each weekend memorising the price of every game in every shop across Europe. Like The Borg, we absorb games information into one colossal collective CVG memory that spits out degree-quality dissertations on request. For the price of a cheap flight (14 times around the world, costing a modest £450,000) we'll print you off a copy. Or you can do your own bloody coursework, you steaming coil of lazy student cack.

got on my nerves a bit! I hope in future games they can fix this!

Peter, Cheshire

CVG *We'll pass your suggestions on to id Software so they can 'fix' the crazy midair control that is integral to mastering 'broken' games like Quake 3. Then we'll pass your home address to the hardcore Quake community, who can come round your house and 'fix' you. Realistically, of course.*

GETTING HEAVY

This is a reply to Matthew Waite's letter in issue 258. Nope, you didn't shut the PS2 owners up. If a stranger smashes through your window, how are you gonna beat the bad guy's head with the Xbox if you can't *lift* it. P.S. Cackman is a badman [sic.].

The Don

Excitement reaches fever pitch at the CVG offices

I'm putting an end to the Xbox argument now. It's shite, plain and simple. Firstly, it's a bleedin' eyesore, it looks more like a dodgy VHS player than a console, and don't even get me started on the controllers. In response to your previous Star Letter, he has one thing right: the only thing Xbox *is* good for is knocking a burglar over the head with.

Jonathan, London

CVG *Here at CVG we can hardly wait for the next instalment in this riveting debate.*

OPEN YOUR MINDS

My mates only have PS2s and they always say to me, "If a game isn't on PS2, it's rubbish!" What's that all about!? When Resident Evil was on PS2 they all said it was top! And because now it's on GameCube, they say it's rubbish! Also my friends were saying Halo is a really bad game! When I asked them if they've ever played it, they all said "No". Now how stupid is that?

Peter, Cheshire

CVG *Why are you telling us? Go and tell them. Stop being so whining and spineless and stand up for your convictions.*

HALFWAY THERE, WOAH... OH

Having read your mag for a few years now, I remember the days of the Tomb Raider nude cheat April Fool. Not that I tried it or anything *[course you didn't]*. Anyway, I reckon that GTA Gang Bang is a mickey take. How come the release date is so accurate a *year* before it comes out? This being the April issue, makes me very suspicious.

Bon_jovi_forever

CVG *Fair play to you, you're on the money this time too. In fact, we were so impressed we were halfway to sending you a prize – until we noticed your email address.*

GETS MY GOAT

Is Capcom obsessed with goats? I have watched the DVD review for Devil May Cry 2 and counted three different types of goat. Couldn't they have thought of something more evil, like a goat *[Eh?]* or something? P.S. I'm not even going to mention the big monkey thing.

Peter Whitfield

CVG *Er...*

Chunky: Alex fails motion sickness refresher training

GONNA PUKE

Is it just me or do most, if not all, first-person shooters give you motion sickness? I recently bought Medal Of Honor for GameCube only to find after 20 minutes I felt really sick and had to lie down. It's put me off buying Metroid in case that makes me puke as well. Has this happened to anyone else?

John M, aged 30

CVG *All CVG staff undergo intense motion sickness training, but we still felt nauseous after reading your letter, so does that count? Oh and John, this isn't old kiddy's telly show Take Hart, so we don't need to know your age.*

Where do worms hide their guns?

ANNELID ARSENAL

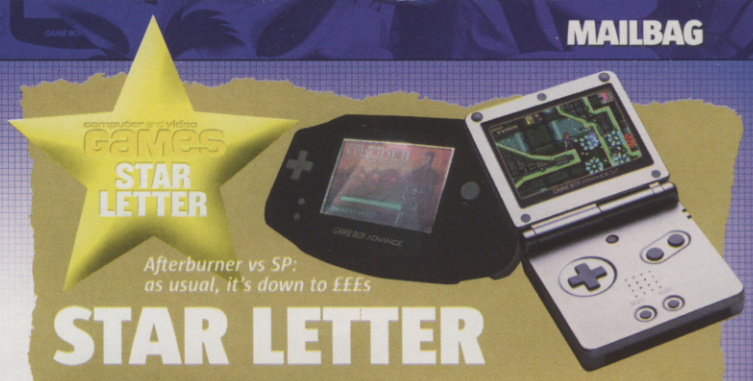
Yesterday I was playing a demo of War Of The Monsters. My brother had left his plasma globe on from earlier. For no apparent reason I decided to rest my foot on it. I picked the controller up and the creature I was controlling started unleashing combos and special attacks everywhere. I hadn't even pressed any buttons. Could this be a breakthrough in cheating at two-player games or will it just wreck my PS2?

P.S. Why don't you put an article about Worms 3D in your next magazine?

Peter Whitfield

CVG *Wow, you're just full of... plausible theories. Not sure about the telepathic breakthrough, though – a mental breakdown might be closer.*

We're one ahead of you on Worms, though, Peter: we're planning a special 200-page supplement just on annelid arsenals (that's worm weapons for posh people).



computer and video games STAR LETTER

Afterburner vs SP: as usual, it's down to £££s

STAR LETTER

NEW JACK CITY

I have a GBA with an Afterburner installed and I must say it is amazing. But there's one slight hitch – the new GBA SP. Is it worth getting the SP? I like the look of it but £90+ is a lot of money for a light I already have, a case (which looks cool), and no headphone jack.

Snukacapcomfreak

CVG *Well, essentially it comes down to whether you've got any spare coinage. The main reason for getting the GBA has to be the light, so you don't really need it, Snuka, although you'll probably get more out of your batteries with an SP (and your warranty would be valid).*

JOYTECH

Each month's star letter-writer gets a bundle of quality peripherals from JOYTECH, so be sure to mark your name and address clearly.

WINNER

FOR THE LOVE OF MARIO

I've just dug out an old Nintendo Game & Watch game which I heard may be worth a few quid. It is the crystal screen, see-through display Super Mario Bros YM-801 game, boxed with instructions. I may be tempted to off-load it but was wondering where the best place would be to advertise or sell it. Can you help or offer some advice?

Game & Watch: now worth about 30 quid, Guvnah

Andrew

CVG *Our advice is: keep Mario, sell your granny to slave traders. If you absolutely have to raise some dosh, though, you could do worse than testing the water on eBay.*

MY HEAD HURTS

Your magazine is amazing! But I live in Cyprus (moved from England) and it is extremely hard to get hold of it. Could you please give me information about subscriptions?

To answer a question in issue 253 (set by Alex), If you were stuck in an elevator with a member of the CVG team who would it be and why? I would have to answer Lee. He showed resilience to Greg, that freak who played Soulcalibur 2, and also he doesn't dress up like a fortune teller like Paul. Please keep up the good work.

Tessa, Cyprus

CVG *Once more we must apologise for another catastrophic blunder, this time to all readers who underwent CVG brain surgery last month.*

As Tessa's letter indicates, we forgot to return some of the brains afterwards, resulting in an inability to recognise the Subscriptions Page that appears in every issue of CVG (page 102 this month).

GONE, HONEST

I bought issue 257 and couldn't wait to get my hands on those DOAX Beach Volleyball posters. I was, however, in for a nasty shock. Some fool had ripped out *all* the posters, and all the pages after 108.

I was breathless at my disturbingly bad luck, and I'd be grateful if you could send me a copy of the missing pages and posters so that I could breathe a sigh of relief and pin 'em up on my bedroom wall. Thanks.

Dan M, Cardiff

CVG *Good effort, but you'll have to collect the other three life-sized honeys yourself.*

Perv Stoppers: have you seen a kinky thief with 50 posters of her?

NICE ONE, SUN

Do you know when Golden Sun 2 is coming out?

Cian

CVG *No. Oh, alright then, yes. Sort of. Look, the truth is, nothing exact has been announced yet so everyone is still guessing here, but our trusty sources suggest any time between July and September this year.*

JAK

FIRST UK PLAYTEST AND EXCLUSIVE NEW SCREENS

■ PUBLISHER
SONY
■ DEVELOPER
NAUGHTY DOG
■ OUT: OCTOBER

ONLINE GAMING

IN A NUTSHELL

Double jackpot! First the massively successful Crash Bandicoot games, and then Jak And Daxter goes on to sell 2.3 million copies worldwide. But rather than smugly roll over and have its tummy tickled, creator Naughty Dog has focused on developing new ways to wow its gaming masters with dazzling new tricks. The result? Jak II, the most impressive platform game ever to hop onto PS2. Good boy!

WWW.NAUGHTYDOG.COM

THE BOYS ARE BACK IN TOWN AND THEY MEAN BUSINESS

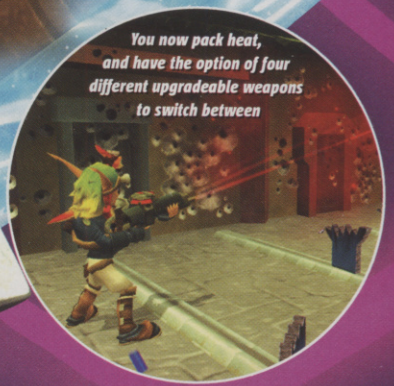
Stealing vehicles for the practical purpose of getting around town is fun, but if you want to really test those driving skills, take part in an illegal street race

WHAT YOU LOOKING AT?!

MARIO CAN KISS MY HAIRY BUTT!

Times, they are a-changing. It only took one series to revolutionise the rules, tastes, wants and needs for the new millennium. Whether you're seven or 37, everybody's playing Grand Theft Auto III or Vice City.

We're all now helplessly addicted to massively free-form gameplay and hugely interactive environments. Not to mention mowing down civilians, fighting the law and getting jiggy with ladies of the night. And doesn't Naughty Dog know it! Jak II grabs



You now pack heat, and have the option of four different upgradeable weapons to switch between

One slightly disappointing revelation is that none of the missions are affected by the change between night and day

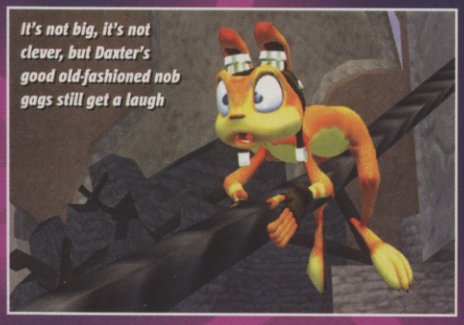
A pack of fierce bug-eyed wolves sniff you out and hunt you down in the old ruins

the platform genre by the scruff of the neck and drags the furry little critter kicking and screaming into 2003.

When CVG got exclusively hands-on with it this month, we were genuinely gobsmacked by Naughty Dog's startling new J&D universe. You're catapulted into a truly gargantuan city that's 24 times the size of just one *area* in the original J&D. And only a third of the action takes place there! The rest of the adventure unfolds across 17 other giant areas.

MENACE TO SOCIETY

You can nick any vehicle, from flying bikes to powerboats. Duff up innocent civilians, perform missions with AI characters cooperatively, grind across levels on a hover board, unleash hell with a selection of heavy weaponry, fight the fascist robotic police force, and pull off tons of other crazy feats.



It's not big, it's not clever, but Daxter's good old-fashioned nob gags still get a laugh

However, unlike the latest couple of GTA titles, Jak II still feels like an out-an-out platform game, as most missions require you to prove your prancing platform prowess in order to proceed. It's Jak II's fresh structure, sinister and twisting plot, awesome scale, amazing new gameplay and more adult tone that raise the bar on what we will come to expect from our platformers in the future.

KICKING CUTENESS TO THE KERB

You can forget about all those gormless sweet characters, fluffy clouds and happy bleepy sound effects from the first game too. Jak and Daxter have grown up and they're taking you with them to an exciting, moody new world.

CVG spent a day with Jak II and Naughty Dog's co-founder Jason Rubens. He's fanatically passionate about his platform games and knows that the genre needed a good hard kick up the batty.

"Ten years ago you didn't have the choice... You played Mario because Mario was what was available," booms Rubens emphatically. And Jak II is definitely no Mario Sunshine, Sonic Adventure or, thankfully, Blinx. It's a new breed of platformer, and there's no going back.

Daxter takes control of your massive shooter and lets rip as you weave skilfully through the scummy backstreets at 100mph

Darker, dirtier, and more mature! Jak II takes bold steps to shake off its cute kiddie roots

Jak II's city streets are patrolled by mega-mean police droids. Kill one too many citizens and they'll find you and zap you with their lightning sticks. Frzz-ack!

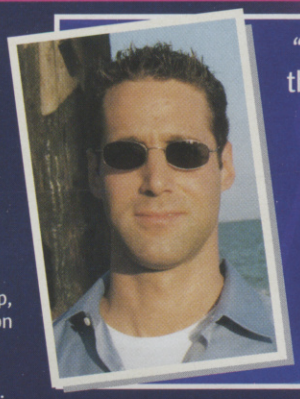
Jak may have grown up, but we're not convinced by the daft patch of green chin fluff

TAKE ME DOWN TO THE PARADISE CITY

It's still six months from completion and Jak II's universe is already gargantuan, gorgeous and buzzing. Gone is the quiet rolling fantasy countryside of J&D, traded in for a sinister, bustling futuristic cityscape.

It will blow you away and it's not just for show. In the original, all the characters you encounter and the areas you explore mean nothing. They're just pretty but pointless scenery. But in Jak II *everything* has a purpose.

This is largely because the sequel is story led, so everything and everybody has a part to play in the overall plot. Even the smallest scenery detail, like a bridge, has multiple uses: simply run across it to traverse a gap, hide under it when the police force are after you on foot or grind across it on your hover board to avoid an attack while on the run. The way you interact with the landscapes, characters and vehicles and how you are immersed in the plot all makes perfect sense, so that the adventure is totally convincing.



"We knew when we did the big city that there would be comparisons between us and Grand Theft Auto Vice City... To do the city stuff was a small part of the game. With regards to being able to do multiple things, and go about things in multiple ways, that was a large part of our design... We want to give you a reason for everything."
Jason Rubens

GUILTY UNTIL PROVEN INNOCENT

Jak's back and he's mad. Having spent the last few years in the slammer for a crime he didn't commit, it's easy to understand why he's miffed. And he's not going to keep quiet about it either. See, Daxter isn't the only one with the gift of the gab. Jak now talks and he's got attitude to spare.

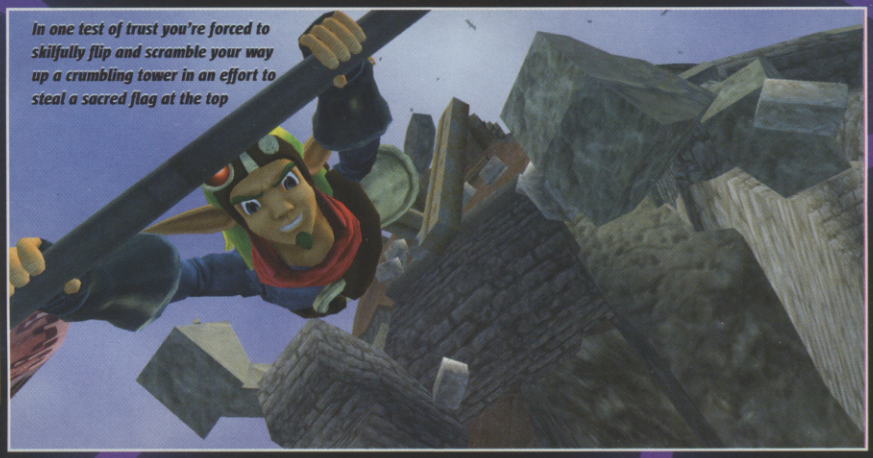
However, Jak's newfound ability to speak is just part of the bigger picture. Jak II's new structure is worlds away from the previous adventure. Whereas last time round you'd herd a farmer's Yakows just to earn an Orb, in Jak II, as in Hollywood, it's all about story, story, *story*!

All of the 75 main missions tie into the plot, which of course revolves around our pointy-eared hero. You're given challenges by the people you meet, and the objectives you complete *always* drive the story forward, keeping you mentally gripped as well as physically entertained all the way.

The cutscenes are much more tense and dramatic than any of the silly light-hearted mini-movies last time round

Missions often involve performing activities that will gain the trust of the cautious people you meet

Trust no one! This isn't a predictable cuddly platformer. Characters will double-cross you and make you look like a sucker



In one test of trust you're forced to skilfully flip and scramble your way up a crumbling tower in an effort to steal a sacred flag at the top

"This isn't about saving a princess; it's about revenge and betrayal. You might think that doesn't sound original, but think of Mario going out for revenge, or Sonic. It's not a character action thing to do."
Jason Rubens

CAR JAK-ING

Jak clearly learnt a few tricks during his time behind bars. Not only did he master the art of reaching for the soap in the showers, he picked up pointers on the age-old art of hijacking vehicles too.

Like GTA's Vice City, Jak II's metropolis is immense, so Jak and his pint-sized companion need to be able to get around without developing potato-sized blisters. When any vehicle passes by, if you leap in the air and hit the Triangle button at the right moment, you'll hop into the driving seat and take control. But unlike in Vice City, all the vehicles in Jak II can be driven on two levels: at street level, and hovering about 50 feet in the air.

As in Vice City, if you damage your motor excessively, it will blow up and turn you into toast so try to exercise a little caution...

...However, you can stylishly leap between vehicles in midair to avoid becoming barbecue fodder if you've got the mad skills

NO TIME-WASTERS ALLOWED

One of the particularly awesome things about Jak And Daxter was the way all the different areas were seamlessly tied together. But what's more astonishing is the fact that Jak II's world dwarfs its predecessor, yet even so, there's never a moment when you're sat there twiddling your thumbs waiting for a new environment to load. Also now there are loads more indoor areas, and again, no load times. Eat that, Grand Theft Auto!

All the different areas in the city melt together beautifully. There are slums, industrial areas, residential areas and many other styles of environments. Transition between each is always gradual and believable

There are heaps of buildings that you can enter and explore - without triggering a painfully long loading screen

SINK OR SWIM?

One of the most laughable flaws in the GTA universe is that when you fall into a knee-high puddle you drown! However, when it comes to water in Jak II, there are no boundaries. In fact, when you see water it probably means that there's a whole new area lurking under the ripples. Although it wasn't completed when CVG met him, Jason Rubens explained what we can expect in areas such as the city's port.

"You are able to jump into the water and dive under and it becomes a huge underwater level. And there's interior and external stuff. You can actually go under in a deep-sea suit and you're walking around. It'll be cool."
Jason Rubens

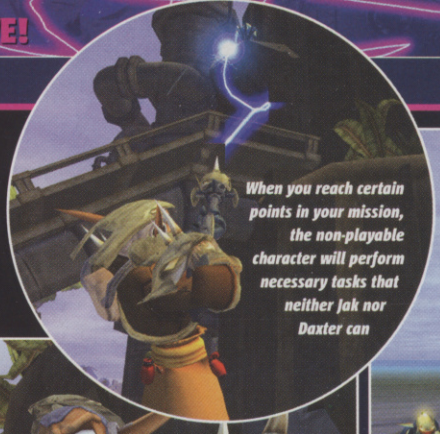
The cops are after you! When the game's finished you'll be able to hop off your jet bike at top speed and dive heroically into the water like some sort of mental Hollywood stuntman, escaping into a new sub-aqua level

MENAGE A TROIS

Naughty Dog's daring duo might be inseparable, but certain scenarios require Jak to two-time his slinky sidekick and team up with other characters.

Cooperative missions are scattered throughout, but unlike many co-op experiences, the relationships Jak forms with his AI allies are convincing and amusing.

This becomes clear in your first challenge, where you team up with a big military fella by the name of Sig. You romp through an area infested with enemies and cover each other's back with heavy suppressive fire, all the time engaged in comedy banter. If you accidentally shoot him, he'll shoot you back and get annoyed. And as you'd expect, this partnership serves a purpose. You need him! His powerful arsenal can obliterate otherwise unmovable objects.



When you reach certain points in your mission, the non-playable character will perform necessary tasks that neither Jak nor Daxter can

Sig might look thick as two short planks... actually, he is. But he's got big guns and a sense of humour so we'll let him off

There's no 'I' in team, you know. Sig is just as susceptible to damage as you are, so you've got to do your fair share of fighting or you'll both get mullered. Then you'll be sorry

In the battle of the craziest ears, Jak comes out tops every time

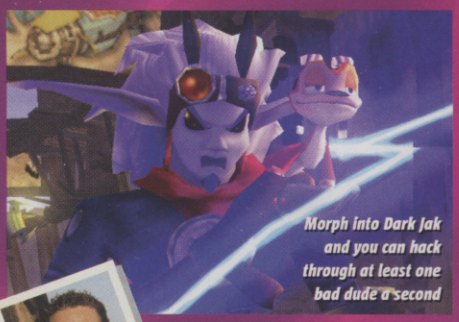
DR JAK-YL AND MR HYDE

Jak isn't himself. No really, he now has a frightening alter ego in the form of Dark Jak.

Every time you defeat an enemy, he leaves behind a few mysterious purple pellets, which you can soak up. Once you have collected 100 of these blobs, you unlock the ability to unleash Jak's sinister side: Dark Jak!

Switch into Dark Jak and you will suddenly become invincible, move like lightning, develop Wolverine-like claws, and possess the ability to butcher anything in sight with ease. Sounds far too good an opportunity to pass up.

However, this transformation into crazed evilness only lasts for a short while, so you must learn to choose when to unleash the beast wisely.



Morph into Dark Jak and you can hack through at least one bad dude a second

"It's a little like the Hulk without the bulk... And yes you have a hover board, yes, you have a gun, but sometimes you just want to say, 'This is a hard section [...] I just want to blast everything.' That's what Dark Jak's there for."

Jason Rubens

HE WALKS THE WALK TOO

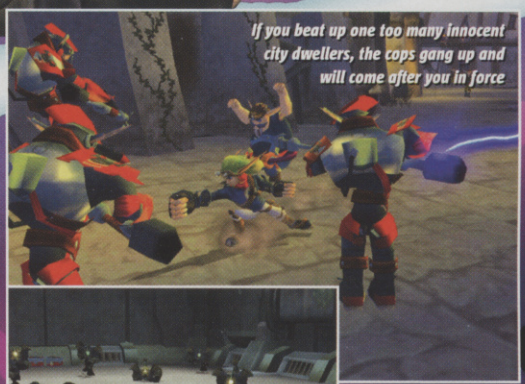
The object of this mini-game seems to be that you must balance Daxter on the end of a fat man's finger by his chin. Looks tricky!

Daxter is famed for his big gob and smart remarks, but in Jak II he gets to flex his minuscule pecs and show what he's made of.

One of the most frustrating aspects of the last adventure was the fact that Dax wasn't playable. But that's all changed. Although a little cagey, Naughty Dog has promised that there will be a number of sections of the game where you get to play as the charming ginger rodent.

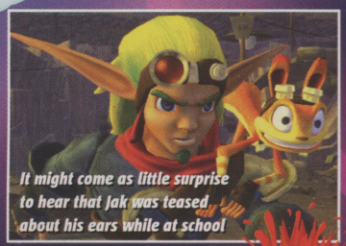
"There is a wide variety of things that Daxter does in this game, from fully playable to mini-game kind of stuff. We'll talk about it all at E3."

Jason Rubens



If you beat up one too many innocent city dwellers, the cops gang up and will come after you in force

The enemies are superbly designed. Take these duck-faced cyber-gorillas with glowing brains. Genius!



It might come as little surprise to hear that Jak was teased about his ears while at school

CVG OPINION

Jak II promises to do for platformers what GTA III did for serious action adventures. Sequels don't get much more spectacular than this. **Mike**

WE LOVE

- Enormous universe with amazingly integrated gameplay
- Decent story and missions that actually matter

WE HATE

- Jak has a very limited number of moves

www.thematrix.com
www.enterthematrixgame.com

THERE IS ONLY ONE WAY TO ENTER THE MATRIX

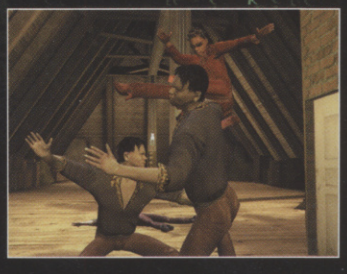
"2003 - The Year Of The Matrix"

PC Gamer

ENTER THE MATRIX™

Written and Directed by the Wachowski Brothers, the creators of the Matrix™ trilogy

1 hour of unique never-seen-before Matrix™ movie footage
Battle along side the original motion picture cast



OUT NOW | XBOX | NINTENDO GAMECUBE | PlayStation 2 | PC CD-ROM | Shiny | ATARI | WB

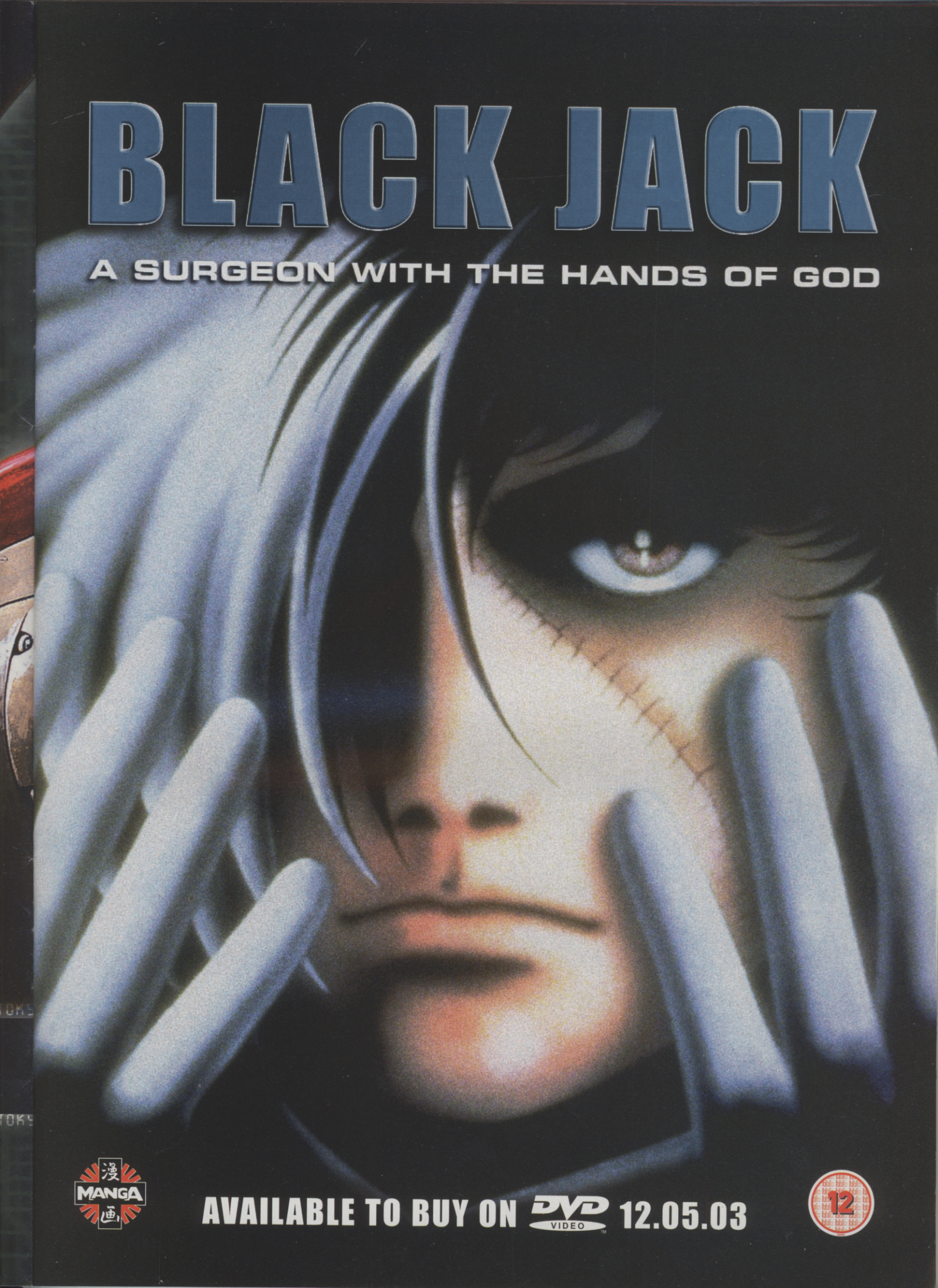
Enter The Matrix © 2003 Infogrames, Inc. under license from Warner Bros. All rights reserved.

Published and distributed by Infogrames Europe S.A. Infogrames and the Infogrames logo are registered trademarks of Infogrames Europe S.A. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation and are used under license from Microsoft. - TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

TM & © Warner Bros.
WBIE LOGO: ™ & © Warner Bros.
(s03)

Sound 24bit | pentium 4 | EVIDIA

PATLABOR
MOBILE POLICE & THE MOVIE
Contains almost 5 hours of Sci-Fi drama.
Includes 60 mins of unseen behind the scene footage.
AVAILABLE TO BUY ON DVD VIDEO 12.05.03
FROM THE DIRECTOR OF
'GHOST IN THE SHELL' MAMORU OSHII
漫画 MANGA
PG


BLACK JACK
A SURGEON WITH THE HANDS OF GOD
漫
MANGA
画
AVAILABLE TO BUY ON DVD VIDEO 12.05.03
12

INCOMING

ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!

HOW CVG'S PREVIEWS WORK

- PUBLISHER ACTIVISION
- DEVELOPER ACTIVISION
- OUT: DECEMBER 25

ONLINE GAMING | x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE XBOX GBA

WWW.ACTIVISION.COM

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, to the best of CVG's knowledge

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

WEBSITE
Want more info, more screens and to see it in action? Visit this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

CVG OPINION
What we thought of the game, no matter what stage of development the game is at

WE LOVE
The good things we like about the game so far

WE HATE
The things we'd really like the developers to avoid including in the final game

WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?

SOULCALIBUR II

- PUBLISHER EA (PS2, XB) NINTENDO (GC)
- DEVELOPER NAMCO
- OUT TBA

ONLINE GAMING

IN A NUTSHELL

The earth-shattering weapon-wielding action of Soulcalibur II is given the console treatment on PS2, Xbox and GameCube: more fighters, a host of new features, and three colossal guest stars. Ka-boom!

GC XBOX

WWW.SOULCALIBUR2.COM

Heihachi fights on PS2, and needs no weapon

Are you ready to face Spawn on Xbox?

Some of us want to fly to the moon. Some of us want to win a million pounds. Others want nothing more than to be the filling in a Mary-Kate and Ashley sandwich.

One of our dreams at CVG is to find a true rival to the martial arts might of Virtua Fighter 4 Evolution. This month it seems our dream has come true, in the shape of Soulcalibur II for PS2, Xbox and little GC. Praise be!

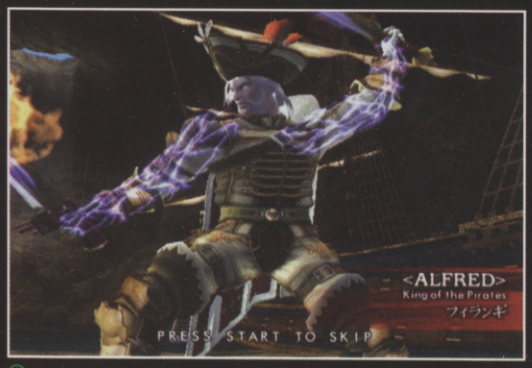
Link pulls out all the stops to showcase Soulcalibur II on GameCube

FIGHT YOUR OWN WAY

Console Soulcalibur II has a ton of new modes in addition to the standard Arcade. Work your way through the full gamut of opponents until you face the boss, Inferno, a flame-engulfed whirling dervish of a demon. But after that there's so much added value we could write a song about it.

The new Time Attack mode has you fighting your way through a number

Yoshimitsu, Cervantes, Seung Mina, Sophitia and Charade are extras



Unlock additional fighters by defeating them in Weapon Master mode

Extra costumes are unlockable in Weapon Master mode. Some of them are quite kinky – although Ivy needs no extra help!

Charade is forced over the edge

Two of the secret fighters prove they've got lots to offer

of deadly foes in the fastest time possible. Survival mode is similar to Time Attack, but instead of being the quickest, you have to be the hardest to survive as long as possible on one bar of energy. Plus, of course, Versus, which is a straightforward match-up between players.

The most interesting of the new modes, though, is Weapons Master. Here you complete a series of varied fighting tasks in which you earn Experience Points (EXP) and gold. It's an upgrade of Mission mode from Dreamcast Soulcalibur, and the challenges have similar parameters: win by using only certain moves, or under enforced conditions like depleting energy bars or restricted movement.

The gold you win in Weapons Master, provided you don't suck and get horribly beaten, can be used to tool yourself up with up to 200 weapons which different characters can use for improved or altered fighting abilities in all modes of play.

It'll also buy galleries of artwork, a third costume for everyone, and trivial but cool other stuff. Our favourite: the Exhibition Theatre where characters go through their 'kata' routines, showing off their repertoire of moves.

The experience points accumulate to earn you promotions in rank, from Newcomer and upwards to Iron, Bronze, through to Platinum Peasant, until you reach the likes of Soldier status and beyond. We've reached Grand Edgemaster of the Basilisk and still counting!

Talim's third costume makes her look like a nun, but she's still nasty

One of our favourite ever fighters, Lizard Man, is playable but only in special situations. You can't play him at will, which is a big shame

It's Yoshimitsu who's first to be uncovered

MOVING IN A NEW DIRECTION

In addition to all that, Soulcalibur II unleashes an entirely new aspect of 3D fighting – Motion Blend. It's unique to SC II and allows a fighter's torso to move independently of his/her legs, taking 3D combat to the next level.

All characters have a range of moves that are only accessed when moving around opponents. Until now, sidestepping has been mostly defence-orientated, but SC II offers the player numerous chances to catch rivals with fierce attacks from a multitude of different angles.

It's not all for show. Soulcalibur II is one of the most complete fighters we've played, balancing instant appeal with deeper play for serious players.

The nature of fighting arenas also factors into your game plan. Knocking opponents into a wall leaves them stunned and open to follow-up attacks. However, there are ways to avoid being on the receiving end of such attacks, so at a high level of play you'll need to engineer your opportunities very carefully. Likewise, floored rivals have options to surprise you on the rise. There are also Ring-outs, where you hurl your rival out of bounds.

Lots of extra modes open up the more you progress with Weapon Master mode

We'd say Yoshimitsu still comes out tops as the best extra guy, he's just so bizarre!

THEIR NAME IN FIGHTS

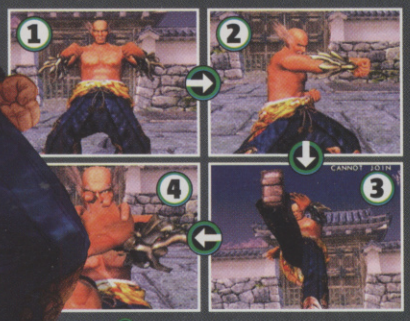
The Big Value changes from the arcade version are the new characters, and especially those exclusive to each console. There's one special guest star for Xbox, PS2 and GC. That's Spawn, Heihachi (Tekken), and Link (Legend Of Zelda)

HEIHACHI MISHIMA

CLAIM TO FAME: TEKKEN
VERSION: PS2

This Tekken veteran proves just how tough he is. The original King of Iron Fist shuns all weaponry, choosing to battle the assembled masses unarmed, with just his fighting prowess to protect him.

The King of Iron Fist harnesses the power of lightning in his huge pulsating biceps!



Look people, who needs a metal blade when you've got balls of steel!

Talim tells Heihachi that she thinks he's an okay guy. Heihachi can't help himself

Don't get too close to the old master or he'll give you a stomach ache you'll never forget

LINK

CLAIM TO FAME: LEGEND OF ZELDA
VERSION: GAMECUBE

Link just set sail in a brand new GameCube adventure, and is one of Nintendo's best-loved heroes. His skills in Soulcalibur II will thrill the hell out of you – wielding the Master Sword, Namco-style. Holy cow!

It's the Master Sword, and Link is here to retrieve it! You'll all be sushi soon enough, just you wait!

Admire the detail as Link goes through his showboating routine. Some of his moves are astounding

Arrows are useful for bouncing opponents along after knocking them into the air, and they look superb

Use bombs to lure the other guy exactly where you want him. The bombs detonate automatically after a few seconds

SPAWN

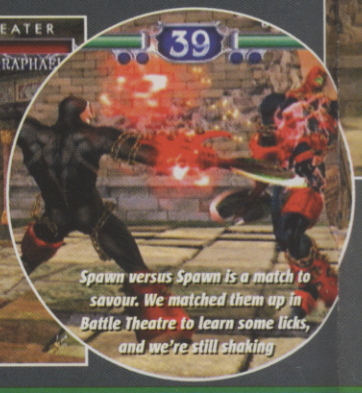
CLAIM TO FAME: SPAWN
VERSION: XBOX

You'll most likely know Spawn from the animated TV series or the 1997 movie, but he's been a comic book favourite since '92. Once a man, he was killed then came back to Earth as 'hell-spawn'. He fights like a demon!

Watch Spawn's cape transform into his axe during his crotch-kicking intro. Now that's a nifty metamorphosis

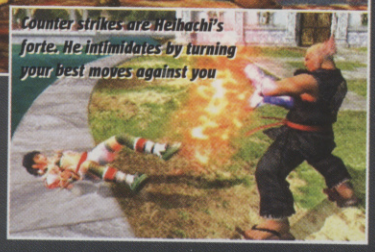
Spawn's necro-flesh pulsates with demonic power, and you get a taster of what's to come during his solo

Spawn twirls his axe behind his back just to tease, before bringing it down hard! How cool is that?

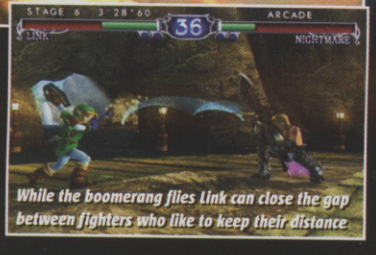


Spawn versus Spawn is a match to savour. We matched them up in Battle Theatre to learn some licks, and we're still shaking

respectively. One other new character, Necrid, is in the starting line-up for all three versions. A reptilian nightmare, Necrid was created with help from Todd McFarlane Productions, the guys also behind Spawn.



You'll need to be skilled against fast-moving blades such as Raphael's, or suffer defeat



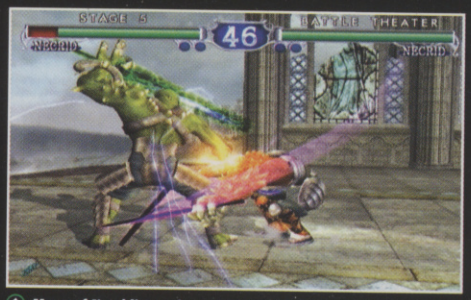
This just looks bloody awesome doesn't it! Link fights some of his most memorable battles in Soulcalibur II

Tricks Spawn can pull from the air include plasma blasts and diving axe attacks. They're all wicked

NECRID

CLAIM TO FAME: SOULCALIBUR II
VERSION: ALL

His background is unknown, but his powers will soon be famous with fight fans across the globe. Necrid fights using a variety of styles; his weapons are virtual, conjured from thin air, but they are deadly in his claws.



Many of Necrid's combos stun you into submission, so all you can do is sit back and watch... totally horrified!

These weapons are summoned using elemental power, and can be anything from a quick sword to an almighty axe

Two Necrids cancel each other out, creating a storm of energy. When it's this tight, you should go for throws

Even without special attacks Necrid is a heavy hitter, and surprisingly quick. His kick is swift and effective

You're guaranteed fireworks in any Necrid bout. His supernatural weapon imitates those belonging to his enemies

(NOT) WHAT YOU WANT TO HEAR

So which is best out of the three versions? You could probably guess the answer to that one. We'd say Xbox *looks* the best (no hiccups whatsoever); PS2 *plays* the best (We love U Dual-Shock 2), and GameCube... well, the controller is a bit crap) but playing as Link is a dream come true. What more is there to say?

On the flip side you do get used to the eccentric GC controller, and Heihachi on PS2 is out of place since he doesn't have a weapon (bit of a shame, that). Maybe Xbox is the greatest because Spawn is so sassy it hurts, with his freak-ass moves. Then again, what's the point in learning Spawn when most people are playing Soulcalibur II on PS2...?

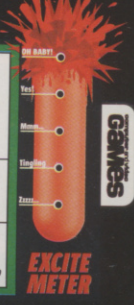
So let's settle this: all three versions are equal, so don't stress. If you own more than one console, go with the character you just prefer to use. It's that simple. We're going to keep our favourite a secret, but then ours is probably different to yours anyway... look, this could go on forever! Get outta here!

Who's the coolest of them all? We're still busy deciding

CVG OPINION
Motion Blend adds something new to 3D fighting. Sure to prove deep, complex and challenging. But can it topple VF4 Evo? **Paul A & Paul D**

WE LOVE
- Exclusive Special Guests
- Innovative fighting system
- The kick-ass combos that result

WE HATE
- No online Versus option
- AI fighters are easy to beat
- Choosing between this and VF4 Evo



Vanessa avoids the lasers in her version of Samus's Morph Ball

Backward somersaults? Now that really is just showing off

P.N.03
Product Number

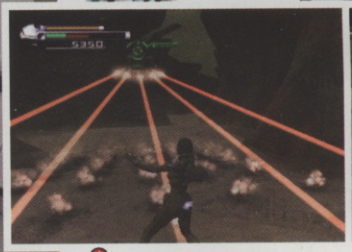
- PUBLISHER CAPCOM
- DEVELOPER CAPCOM
- OUT: AUGUST

IN A NUTSHELL

A glossy, stylish sci-fi blaster featuring a sassy heroine who shimmies and shakes her pert booty while shooting laser beams from her hands and missiles from, well, who knows where?

WWW.CAPCOM.CO.JP/PN03/

Vanessa limbers up before getting down to her Monday night sci-fi aerobics



Even when dodging bullets, our hero keeps dancing. That's the spirit

When the going gets tough, the tough go shopping. Very sensible

Forget about Samus Aran. Sure, she might do a good job of blasting her way around Tallon IV, but does she always have to be so serious? How about a smile from behind that visor, babe?

Sulky Samus should try taking a leaf out of Vanessa Z. Scheiner's book. A one-woman killing machine, Vanessa loves her work so much that she just can't stop dancing.

DISCO INFERNO

Like some truly mental combination of Reservoir Dogs (think 'Stuck In The Middle') and Kubrick's 2001, P.N.03 turns mass destruction into a contemporary art form. It marks a surprising change of pace for creator Shinji Mikami, best known as the genius behind Resident Evil and Devil May Cry.

You'll be transfixed as Vanessa saucily shakes her hips and flicks her dainty wrists in time to the relentless techno beat. Watch as she unleashes lethal thunderbolts at a never-ending army of mechs and droids.

We're still not sure at this early stage if lovely Ms Scheiner is flesh and blood herself or some sort of advanced femmebot, but either way she's a cutie.

Nor could we detect much in the way of a plot; it may be that chasing through endless spaceship corridors could get a little tedious after a while. But as a novel arcade-style space blaster, P.N.03 is shaping up nicely.

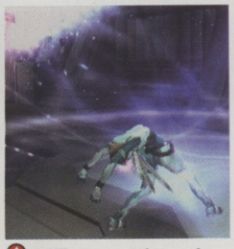
SUITS YOU, MISS

Blasting droids earns points which can be used to buy upgrades for Vanessa's Aegis Suit. Each new suit features a special move that requires beat 'em up-style button combos to activate. Pull them off accurately and you'll witness some spectacular moves.

Swan Energy Drive combo: Press Right, Left and A

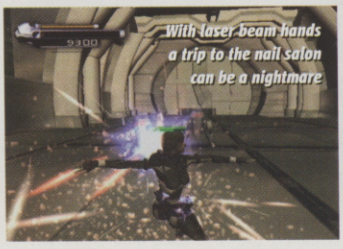
Harrier Energy Drive combo: Press Down, Left and A

Tengu Energy Drive combo: Press Left, Down and A



Griffin Energy Drive combo: Press Up, Down and A

Vanessa's Aegis Suits seem to become more and more transparent as the game progresses



With laser-beam hands a trip to the nail salon can be a nightmare

The boss battles are alarmingly easy. One good combo and they're finished

CVG OPINION

The gameplay is simple run, jump and shoot, but Vanessa's character is so much fun that we're intrigued to see how the PAL version develops. **Maura**

WE LOVE
- An original heroine
- Bright shiny explosions
- Non-stop action

WE HATE
- Linear gameplay
- No dance mat
- Too few cutscenes

XIII

- PUBLISHER UBI SOFT
- DEVELOPER UBI SOFT
- OUT: SEPTEMBER

ONLINE GAMING

IN A NUTSHELL

Cel-shaded first-person shooting on all the formats as the hero of the little-known (over here) Gallic graphic novel series tries to remember who he is while simultaneously trying to prove he isn't responsible for the President's assassination.

PS2 GC PC

WWW.UBI.COM

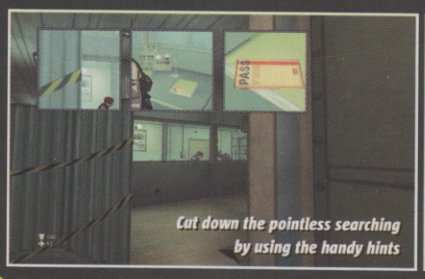
We're not sure what we would do if we woke up on a beach with no memory and a weird tattoo on our skin. Probably just assume it was another post-deadline night out and try to remember the way home. That wouldn't make for much of a game, though.

Thankfully, the amnesiac hero of XIII also has a near-fatal bullet wound to the noggin so rather than head home for a talking to from the missus, he decides to find out why someone wants him dead.

Never mind the sand in your shoes, this guy wants to plant a slug in your bonce

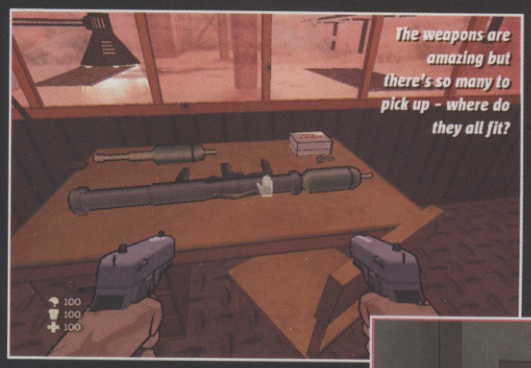
BOX CLEVER

As long as you've got eyes, you'll never get stuck in XIII. Each time you enter a new area that has important items to interact with inside, you'll receive a series of comic book hints on the screen. Better yet, when you land a head shot you get a series of grizzly on-screen close-ups. Who said comics are for kids? Some loser.



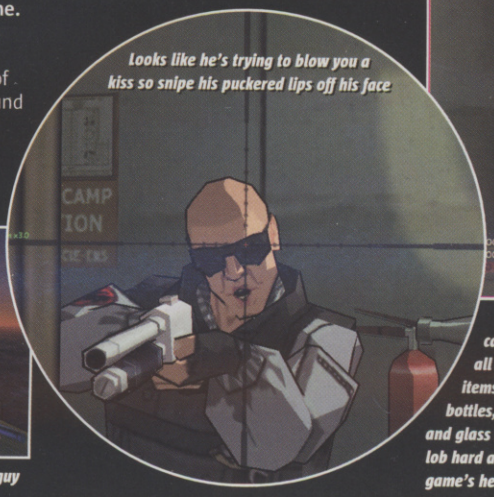
Cut down the pointless searching by using the handy hints

A crossbow dart to the face? That's gotta hurt!



The weapons are amazing but there's so many to pick up - where do they all fit?

The red arrow at the top shows the direction you're getting peppered from

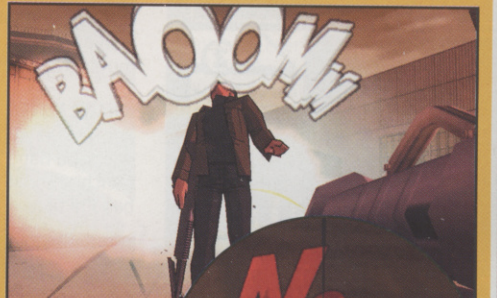


Looks like he's trying to blow you a kiss so snipe his puckered lips off his face

You can pick up all manner of items, such as bottles, chairs and glass shards, to lob hard at the game's henchmen

HOLY SNAILS, BATMAN!

XIII is cel-shaded for good reason: it's based on a graphic novel series. In keeping with the comic book theme, your enemies emit exaggerated cries of "Nooo!" as they fall to their deaths and your weapons make cool onomatopoeic words appear on screen. Ka-pang!



Eat the fruits of XIII's rocket launcher, foul henchmen

Yes! Cartoon sniping is no less bloody just because it's cel-shaded

THE CLOCK STRIKES XIII

We've played through a couple of XIII's early missions and while there was still some work to be done to the AI and general tidying of the code, we reckon XIII's got the potential to be a real blockbuster shooter. The pace of the action is blistering and the puzzles, while relatively simple, create a nice pause between stealthy killings and all-out assault rifle mayhem.

There are loads of cool gadgets to pilfer and then use to your advantage, too, and while it uses many first-person shooter clichés, at least it does it with some style.

Our only concern is that it seems to be quite a linear adventure: it makes you walk the route the developers want you to take through the game and doesn't let you deviate. Still, as there's such a great story to enjoy, perhaps this isn't such a big deal. Definitely one to watch in the run up to its autumn release.

CVG OPINION

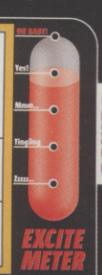
The visual style should make a welcome change from the super-realism of other shooters. Let's hope the finished game plays as stylishly. Lee

WE LOVE

- Tells a great story
- Visuals faithful to graphic novel
- Bags of cool weapons and gadgets

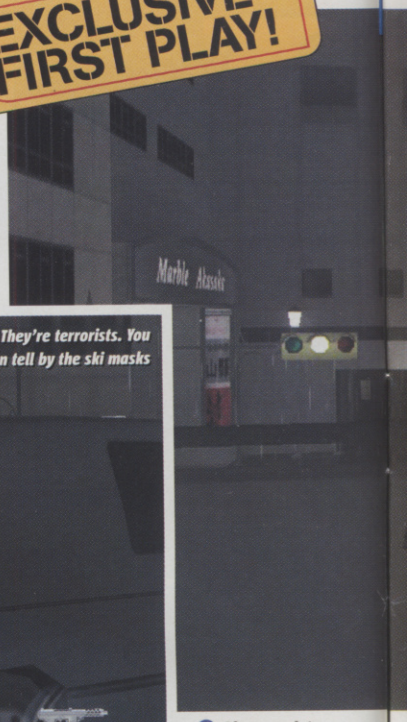
WE HATE

- Cel-shading won't be to everyone's taste
- Could be a bit too linear



SYPHON FILTER: THE OMEGA STRAIN

EXCLUSIVE FIRST PLAY!



PUBLISHER
SONY
DEVELOPER
SONY
OUT WINTER 2004

TBC

IN A NUTSHELL

Join a team of new recruits lead by Syphon Filter's original hero Gabe Logan as you try to combat the deadly Syphon Filter virus and the conspiracy behind it on PlayStation 2, with mates, online.

WWW.PLAYSTATION.COM

So you've shelled out a week's worth of dosh for Splinter Cell on PS2 and already you're done with the thing. Wot? No multiplayer? And what about this new ADSL and network adaptor, then?

Fear not – the PlayStation series that inspired some of Ubi Soft's antics is about to make a Splinter Cell-trouncing return. In other words, Syphon Filter: The Omega Strain is on the way (SARS Attack wasn't thought a 'catchy' enough title), and we're going to share our first, exclusive glimpse with you.

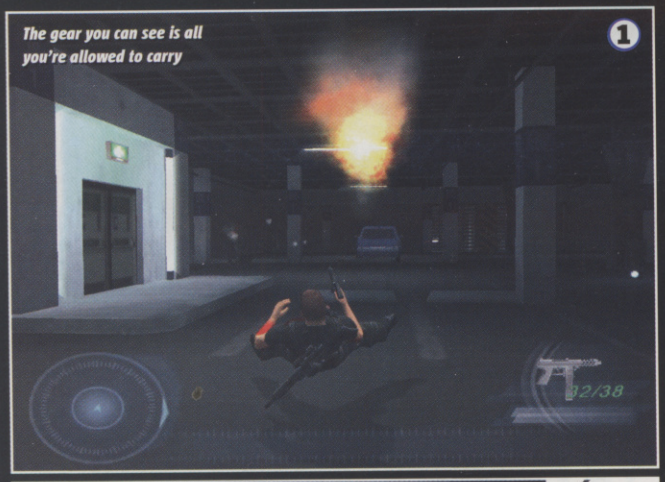
The series had a bit of setback when, a full year after Sony shipped its first truckload of monoliths, Syphon Filter 3 arrived... for the PSone. Bygones being exactly that, The Omega Strain is shaping up to be the game that fans have wanted and

They're terrorists. You can tell by the ski masks

Of course, lots of satisfying sniping will be a part of the game

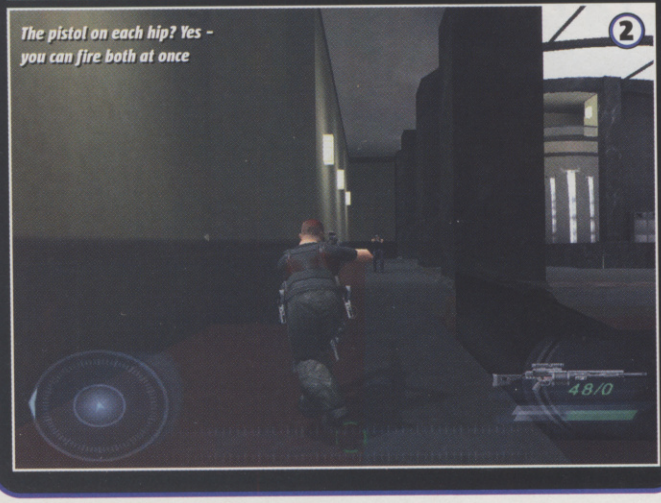
LOCK AND LOAD

Early on, Syphon Filter made a name for itself with arsenals that lived up to the word. The Omega Strain packs enough weapons for three tactical squad games – 100 weapons and gadgets in all. But you can only carry four weapons at a time, so choose well, grasshopper.



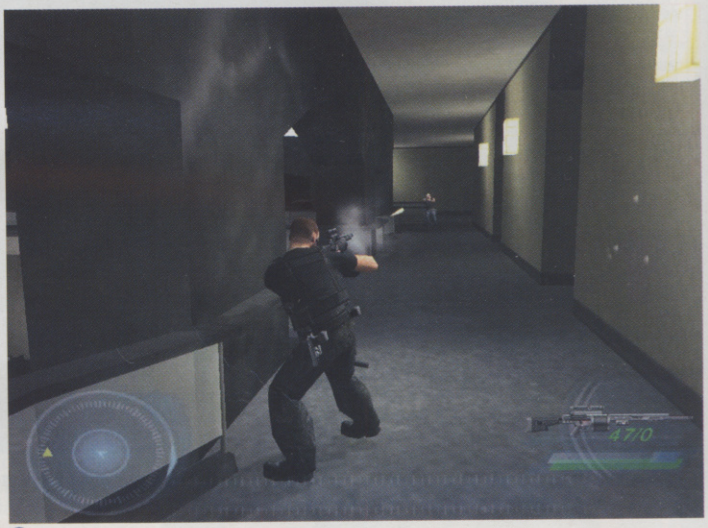
The gear you can see is all you're allowed to carry

1



The pistol on each hip? Yes – you can fire both at once

2



It's probably better to open fire in a broad corridor when there's a bit of cover about

more. What more could you ask for than huge maps, a Matrixload of guns and customisable characters? How about a robust, online, cooperative multiplayer system? Done.

KILLER FILTER

Rather than puppeteer Agency operative Gabe Logan, the hero of the franchise so far, you'll play as one of a handful of new recruits trained to assist Logan in the containment of the Syphon Filter virus. Seventeen missions await your expert skills as the trail of the contagion winds around the globe from Yemen to Toronto, perhaps with a quick stop-over in Knightsbridge.

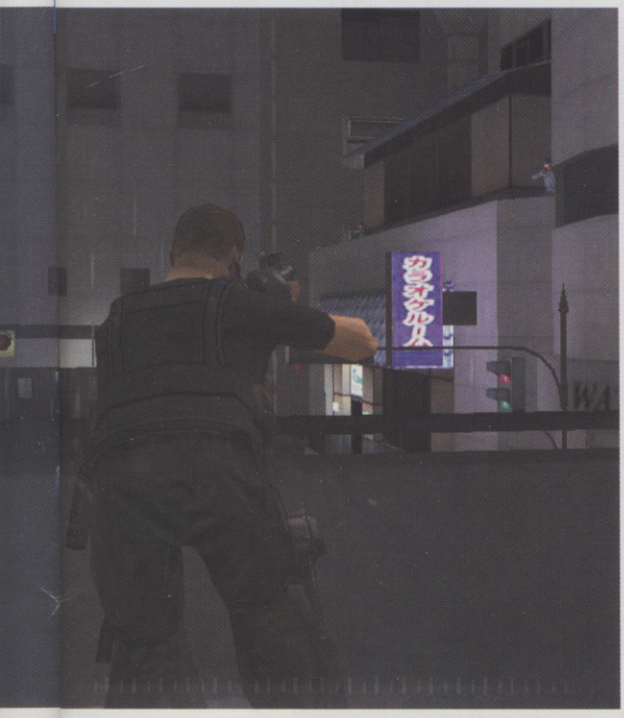
The game's characters will start to show damage as they take hits

The story traces back to the beginning of the series, with corporate manipulation, terrorist organisations and old foes posing a danger that ultimately pales next to that of the mutated Syphon Filter virus. Outbreaks have been occurring around the world, and that's where you come in.

If previous efforts are any indication, expect rock-solid voice acting and a script that can rival current US Defense Department docs for heart-stopping suspense.

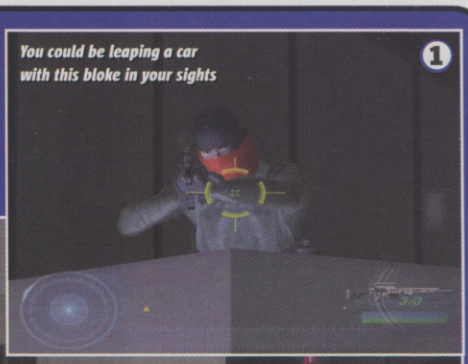
HIGHLY CONTAGIOUS

Imagine a combination of the gung-ho action of SOCOM and Ghost Recon (minus the jingoism) with the detail of

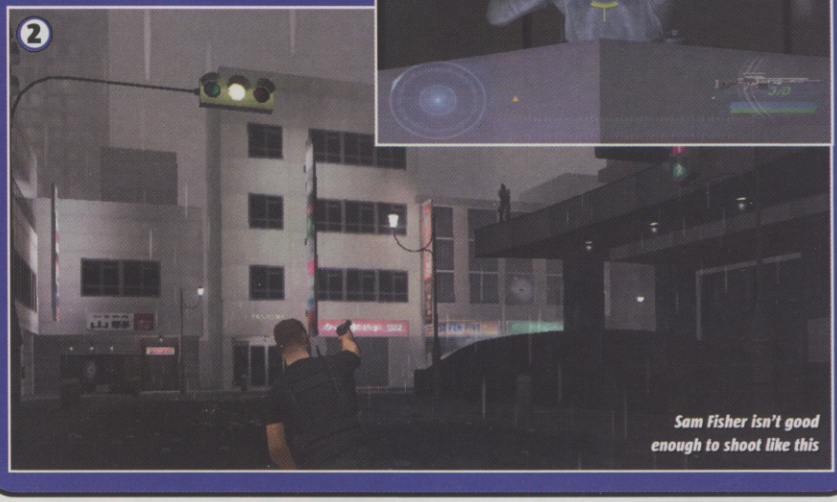


STAY ON TARGET...

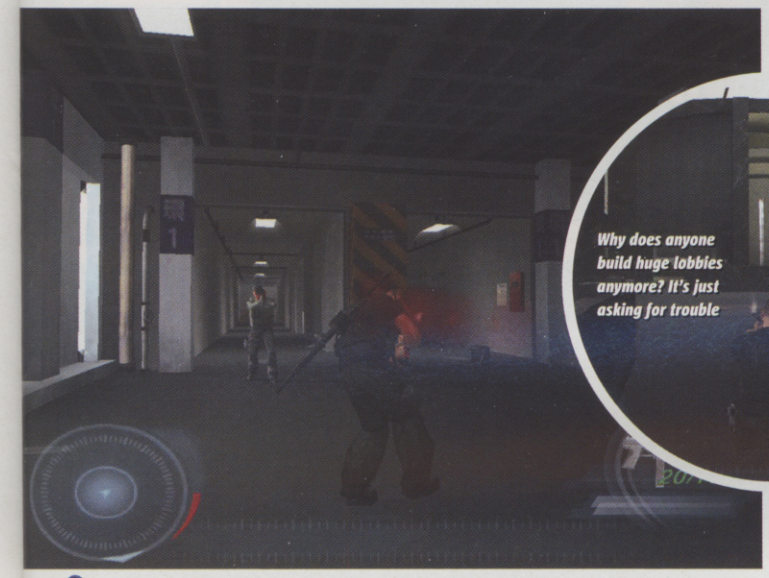
Sure, a sniper's a crack shot when camping on a roof, but how good is he while rolling or running? TOS features a body part-specific targeting system that will keep the object of your affection in sight no matter what. It will even point out if the victim is wearing armour.



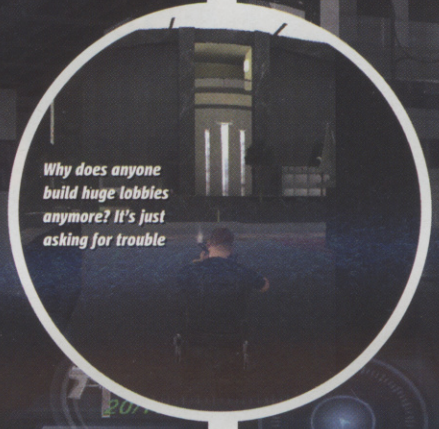
1 You could be leaping a car with this bloke in your sights



2 Sam Fisher isn't good enough to shoot like this



And this bloody little interlude was only a training mission. A hardcore training mission...



Why does anyone build huge lobbies anymore? It's just asking for trouble

Like good citizens, they've chosen to fight in the rain so the blood will wash away

Agents live for this sort of hellish crossfire. But it's all in a day's work for you...

All this poor sod wanted was a bit of take-away for his TV dinner. How unfortunate

Splinter Cell. That's the platform The Omega Strain is leaping from – and there's a giant net waiting to catch it.

With a Network Adaptor, the full game will be playable online with a cooperative group of up to four agents. For everyone who's got a spare USB headset lying around, it's all linked by real-time voice chat, while the Dpad will act as a fallback communication device.

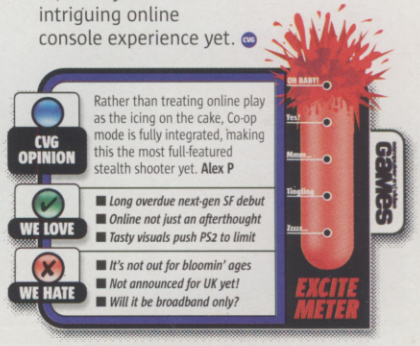
In an evolutionary step, levels are designed so that some areas will only be accessible through co-op play, so while blasting solo through the game is certainly possible, multiplayer will be a must for the completist. That's a big step up from the trend of tacking on half-arsed deathmatch modes.

DEADLY DOINGS

But even those who take the team approach have a serious task ahead. The missions are gigantic, non-linear beasts and Sony is promising that multiple approaches will be kosher for each.

The enemy AI will react inquisitively to your actions, and those of your team-mates. Just consider the possibilities in tag-team stealth play, with one player leading guards into ambush – we're coming over all quivery at the prospect.

The catch? Sony currently has the release pencilled in for winter 2004. But patience will be rewarded with what may be the most intriguing online console experience yet.



■ PUBLISHER
THQ
■ DEVELOPER
EUROCOM
■ OUT-SEPTEMBER

ONLINE GAMING

IN A NUTSHELL

Developer Eurocom may be best known for Chamber Of Secrets, but Sphinx is a very different kettle of locusts. Mixing compelling adventuring with inventive puzzles, Sphinx is full of Middle Eastern promise.

WWW.THQ.COM/SPHINX/

Classic platform action as Sphinx does his Tarzan impression

Probably not the best place to be playing your GBA SP

SPHINX

The prospect of yet another action-platform adventure might not fill you with boundless, orgasmic joy, but don't be too quick to write off Sphinx.

This epic Egyptian adventure builds upon the comedy sidekick fashion of recent times by offering two fully playable characters and two markedly different styles of gameplay.

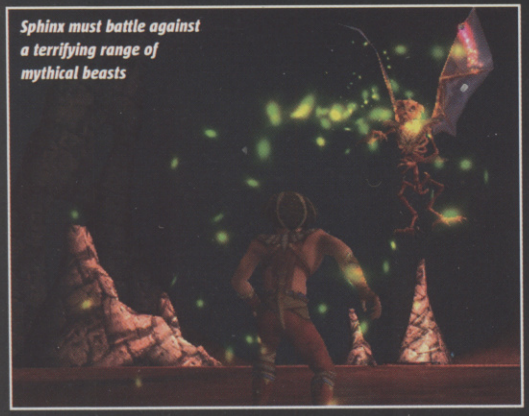
IT TAKES TWO, BABY!

Sphinx is the main hero, with his Zelda/Star Fox-like adventuring forming the bulk of the game. Able to conjure deadly blades out of thin air, Sphinx acquires a variety of heroic skills as he progresses, essential for accessing all areas. And then there's the ultimate party trick of turning into a, um, flying lion. Obviously.

Mummy supplies the comic relief, his section geared towards stealth and puzzle solving. Since he's dead, you're able to submit him to some hilarious forms of torture: burning, electrocution, dissipation, cloning – each with a purpose essential to progress.

The mysterious tombs of Egypt, recreated in all their colourful glory

Beautiful lighting effects enhance the atmosphere no end



Sphinx must battle against a terrifying range of mythical beasts

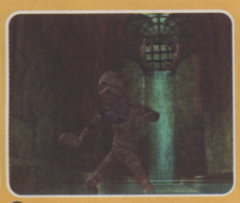
Okay, she's got, like, four arms and wings, but you would, right?

Sphinx's sword is distinctly kick-ass

TWO IS THE MAGIC NUMBER

Sphinx's main selling point is that it boasts two unique playable characters. While gamers may be more used to the sporadic wise-cracking of Daxter or the limited functions of Kazooie, Mummy is no mere hanger-on. But while he can solve puzzles to clear the path away, it is Sphinx who must show the real might of a warrior.

Sphinx must retrieve the mystical stolen crowns of Egypt



No, he's not just escaped from A&E. He's dead, see?

And we thought the Millennium Bridge was rubbish

This kinda looks like Thailand crossed with Egypt. Cool though

CVG OPINION

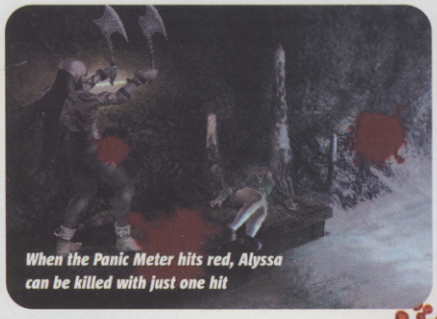
Charming and promising so far, we just hope it will offer enough of a challenge. But with bags of variety and neat touches, our fingers are crossed. **Johnny**

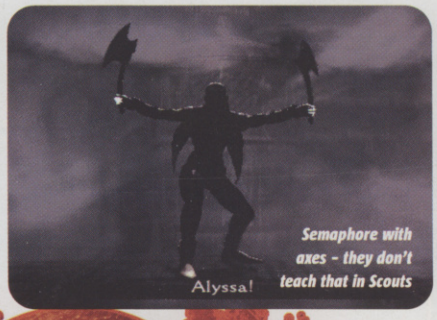
WE LOVE

- The Mummy character rocks!
- Clever twin-hero system
- Highly detailed environments

WE HATE

- Too twee for some?
- Early puzzles very basic
- Difficulty could be higher


When the Panic Meter hits red, Alyssa can be killed with just one hit



Semaphore with axes - they don't teach that in Scouts

Sledgehammer's scary, but acid-spraying Corroder is even worse

Side-quests involve returning sentimental items to dead bodies to soothe their ghosts

CLOCK TOWER 3

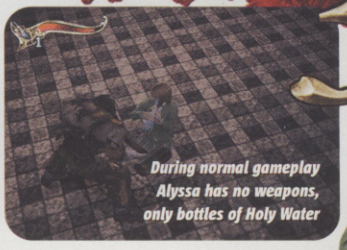
- PUBLISHER CAPCOM
- DEVELOPER SUNSOFT
- OUT: JUNE 27

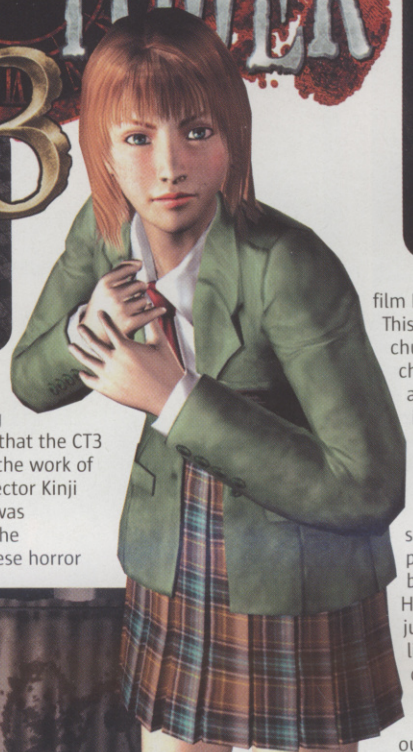
ONLINE GAMING

IN A NUTSHELL

On the trail of her missing mother, English schoolgirl Alyssa Hamilton time-travels to different locations such as 1940s Blitz-torn London, and is forced to do battle with serial killers to bring peace to their victims' ghosts.

WWW.CAPCOM.COM

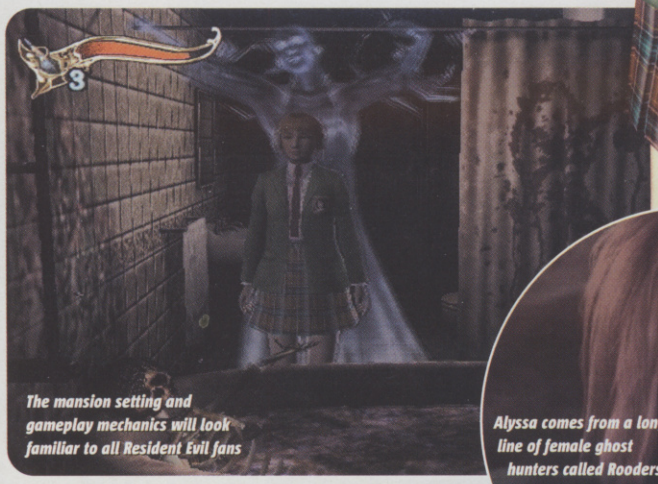

During normal gameplay Alyssa has no weapons, only bottles of Holy Water

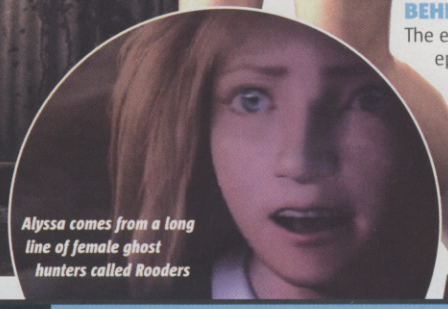


There are few genuinely shocking moments in videogames these days. However, there's an incident involving the slaughter of a child in Clock Tower 3 that is as disturbing as anything you'll come across in the worlds of Silent Hill or Resident Evil.

This is hardly surprising when you learn that the CT3 cutscenes were the work of the late film director Kinji Fukasaku, who was responsible for the notorious Japanese horror film Battle Royale. This is stomach-churning stuff, but chillingly effective at toying with inner fears.

The child murder is just one of several brutal and shocking set pieces witnessed by young Alyssa Hamilton, who just happens to live in the sort of creepy mansion that Capcom seems to rent out by the dozen.


The mansion setting and gameplay mechanics will look familiar to all Resident Evil fans


Alyssa comes from a long line of female ghost hunters called Rooders

BEHIND THE SOFA

The early part of each episode consists of Alyssa exploring and solving side-quests by returning items to the recently dead. Once Alyssa bumps into one of the serial killers going about his nasty business, the mood switches instantly to one of sheer panic as you're relentlessly chased down by the rampant killer, much like Pyramid Head in Silent Hill 2 or Nemesis in Resident Evil 3.

The feeling of being hounded as the killer taunts and screams at you is genuinely disturbing. If the killer gets too close, Alyssa freaks out into Panic Mode, flapping around and quivering like a headless chicken. It's wild.

While the gameplay itself may be fairly pedestrian with all the usual exploring and puzzle solving, Clock Tower 3 should succeed in messing with the mind of even the most hardened survival horror fanatic.

CVG OPINION

Genuinely terrifying, provoking horror, shock and revulsion. Slasher fans should keep an eye out. Not literally, though, cos that would be messy. **Maura**

WE LOVE
- Palpable sense of terror
- Eerie sound effects
- Serial killer storyline

WE HATE
- Gross-out murders
- Constant stress
- Dated control system

EXCITE METER

HAMMER HORROR

You've just stumbled on a vicious serial killer savagely beating the life out of his latest victim. Now he wants you. Cackling insanely, he swings his bloodstained hammer wildly at your head. Heart pumping, legs like jelly, you run and hide. But you can still smell him, sense him, and you know he won't give up.

1. When you first meet Sledgehammer he's committing a typically heinous act

2. Uh-oh. He's seen you. You have no weapons so best find a safe place to hide

3. Search for vital clues to help exorcise the killer's victim before Sledgehammer stops you

4. Finally end the serial killer's rampage by firing sacred arrows at him in a titanic boss battle

Colonists can hang out in the bar or sauna

- PUBLISHER TAKE 2
- DEVELOPER FIREFLY STUDIOS
- OUT: SEPTEMBER
- WWW.TAKE2GAMES.COM

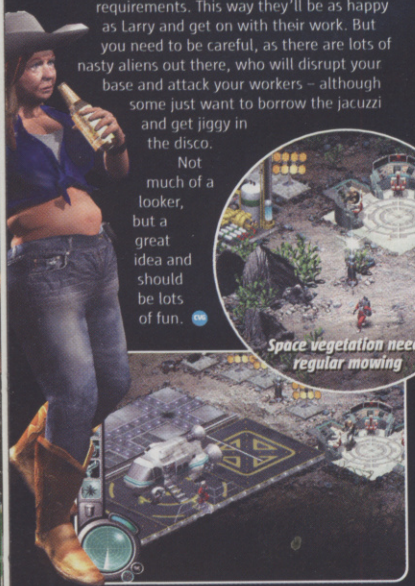
SPACE COLONY

If you ever wondered what space colonists do when they're not fighting aliens and blowing up big rocks, Space Colony is your chance to find out.

In fact, it's your chance to *decide* what they do, as you'll be in charge of helping a group of up to 20 characters each with his or her own personality traits, to establish and protect a Theme Hospital-style colony.

You have to keep an eye on your colonists and try to stop them getting getting tetchy by building a base that fulfils all of their requirements. This way they'll be as happy as Larry and get on with their work. But you need to be careful, as there are lots of nasty aliens out there, who will disrupt your base and attack your workers – although some just want to borrow the jacuzzi and get jiggy in the disco. Not much of a looker, but a great idea and should be lots of fun.

Space vegetation needs regular mowing



Here a new character is being shipped to your colony to join in the party

Whip up some electronics systems and you can concoct a team of android barmen

MIDTOWN MADNESS 3

- PUBLISHER MICROSOFT
- DEVELOPER DIGITAL ILLUSIONS CE
- OUT: JUNE 27
- ONLINE GAMING
- x4

IN A NUTSHELL

Race in a variety of vehicles through the busy streets of Washington DC and Paris. MM3 borrows elements of Crazy Taxi, but it adds a wider range of careers than just cab driver – although that's in here too! Oh, and did we say that it's online?

- WWW.XBOX.COM/MIDTOWNMADNESS3

BUSY BUSY BUSY

The streets of Washington DC and Paris are busily populated with other traffic and plenty of pedestrians. However, in Cruise mode you can alter the levels of traffic and pedestrians, change the weather and drive through the rain and snow or modify the number of cops on patrol. That'd be one way to beat the London Congestion Charge!

Why are the police always so bad at car chases? Surely they get enough practice

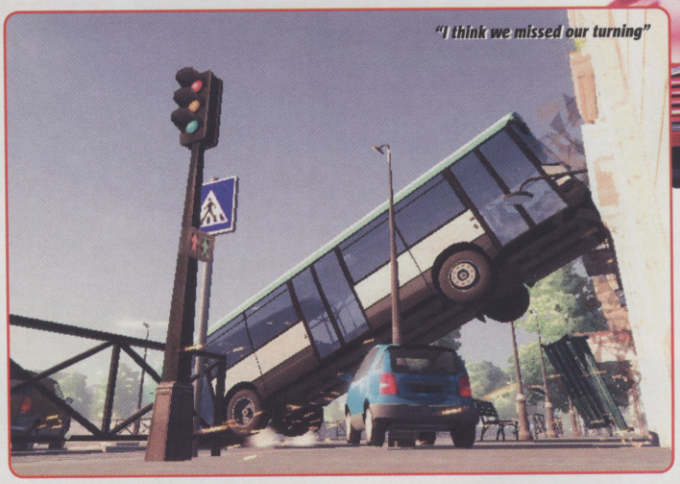
Here we have demonstrated a sure-fire way of making pavement pizza

Want to know how to become a secret agent? Well, according to Midtown Madness 3, you must start at the bottom and work your way up. Here the bottom rung is pizza delivery driver and there are 14 other jobs in your way before you get to don the tux and make with the one-liners.

"Okay, who put that there?"

GET THE WHEELS IN LINE

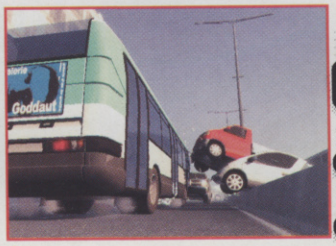
Set in the bustling streets of Washington DC and Paris, Midtown Madness 3 is made up of several different modes. The bulk consists of the Career mode, in which you deliver items from A to B while trying out a variety of occupations, including chauffeur, paramedic and even stunt driver.



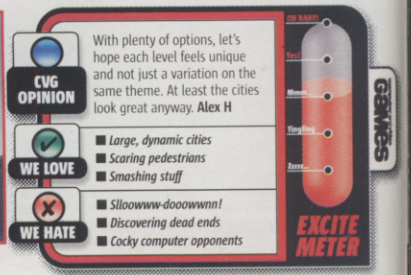
"I think we missed our turning"

There's also more conventional street racing in the Blitz and Checkpoint modes, or if you want to take a scenic drive and do some sightseeing, you can enjoy the Cruise mode. Possibly best of all, though, there's Xbox Live support, which offers multiplayer modes with Tag games and Capture the Gold. Crazy Taxi, your time could be up!

"I'll show you trapped in a glass box!"



The wheels on the bus go... come on, sing!



BROKEN SWORD
THE SLEEPING DRAGON

- PUBLISHER THQ
- DEVELOPER REVOLUTION
- OUT: OCTOBER

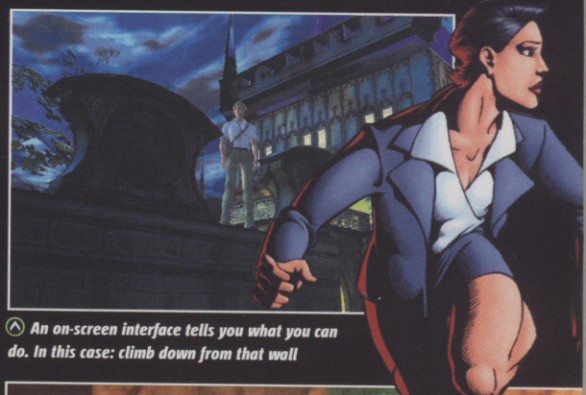
ONLINE GAMING

IN A NUTSHELL

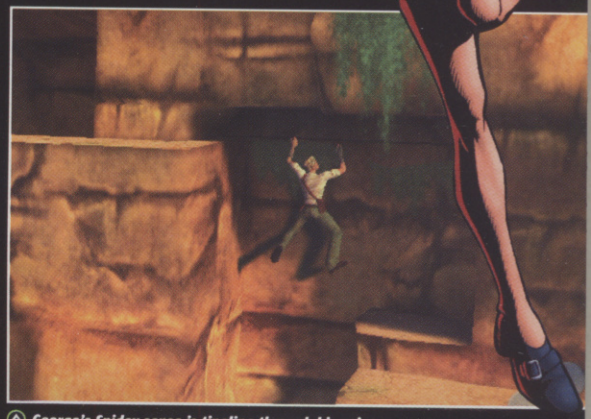
The classic adventure series returns, sporting a full 3D makeover, meaning all that dull point-and-click nonsense has been replaced by proper Res Evil-style controls. But the story should be as strong as ever...

BC CD ROM PS2

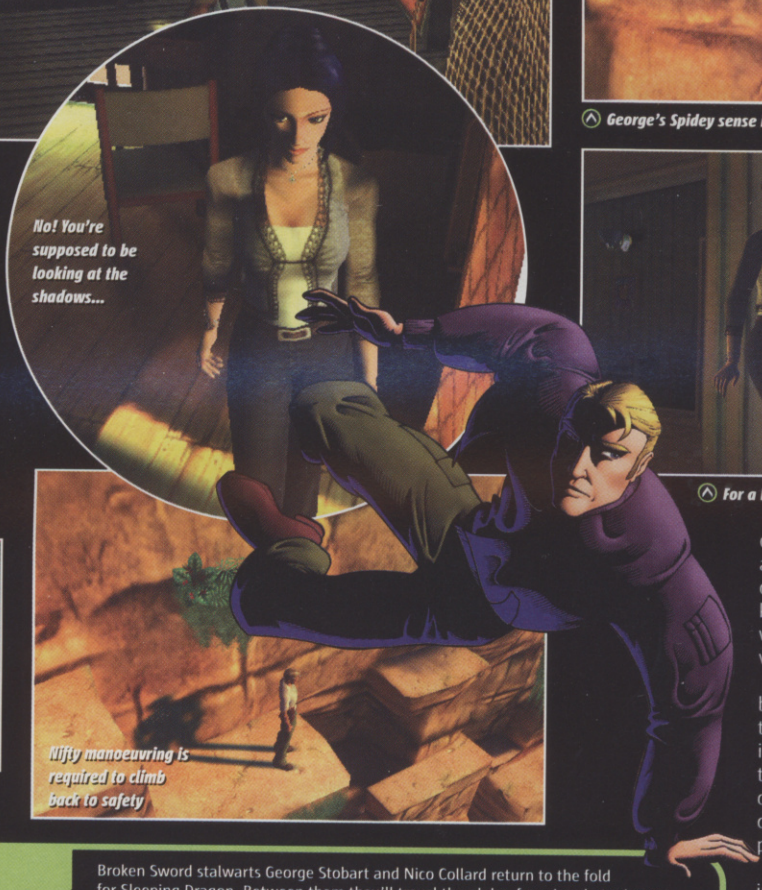
WWW.TAKE2GAMES.COM

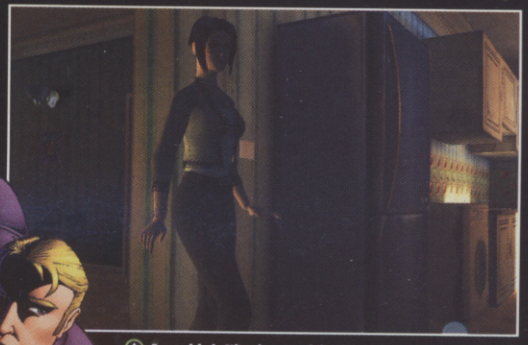


An on-screen interface tells you what you can do. In this case: climb down from that wall



George's Spidey sense is tingling through his veins



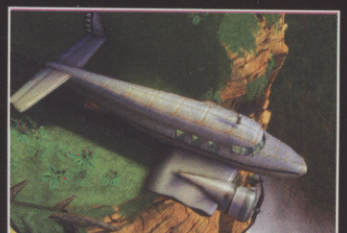


For a bird, Nico is surprisingly nervous in the kitchen

If your idea of a lengthy gaming session is three rounds of Monkey Ball followed by a five-minute blast on Ikaruga, then Broken Sword probably isn't for you. But then a series famed for point-and-click 2D adventuring isn't likely to get anyone other than the diehards' pulses racing.

Much has changed, though. BS3 arrives with key improvements to make it far more mainstream and palatable – and a quality storyline.

Your task is to unravel the mystery of the Sleeping Dragon (hint: an alarm clock won't help), while preventing a global catastrophe. "Woah!" etc. But one thing developer Revolution is known for is telling a good story. And with Sleeping Dragon it has the flashy visuals to match.



Your adventure starts when you crash-land on a rocky headland in this jet

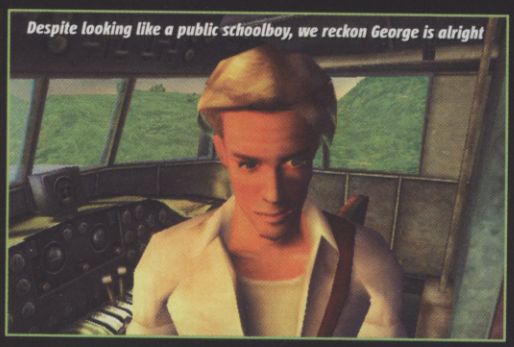
Lighting effects in particular are beautiful and realistic, plus the real-time controls and straightforward interface make progress a joy rather than a chore. When you approach an object, all the available actions are displayed on screen, just a button press away. Easy peasy!

This promises to be an accessible, intriguing adventure which should appeal not just to those seeking a more cerebral challenge, but also fans of third-person action adventures hankering after something a little different. CVG

MEET THE HEROES

Broken Sword stalwarts George Stobart and Nico Collard return to the fold for Sleeping Dragon. Between them they'll travel the globe, from jungle to desert to, um, Glastonbury to save mankind. Now that's dedication.

This wily chick can more than hold her own in the adventure



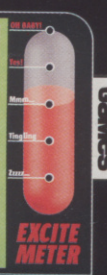
Despite looking like a public schoolboy, we reckon George is alright

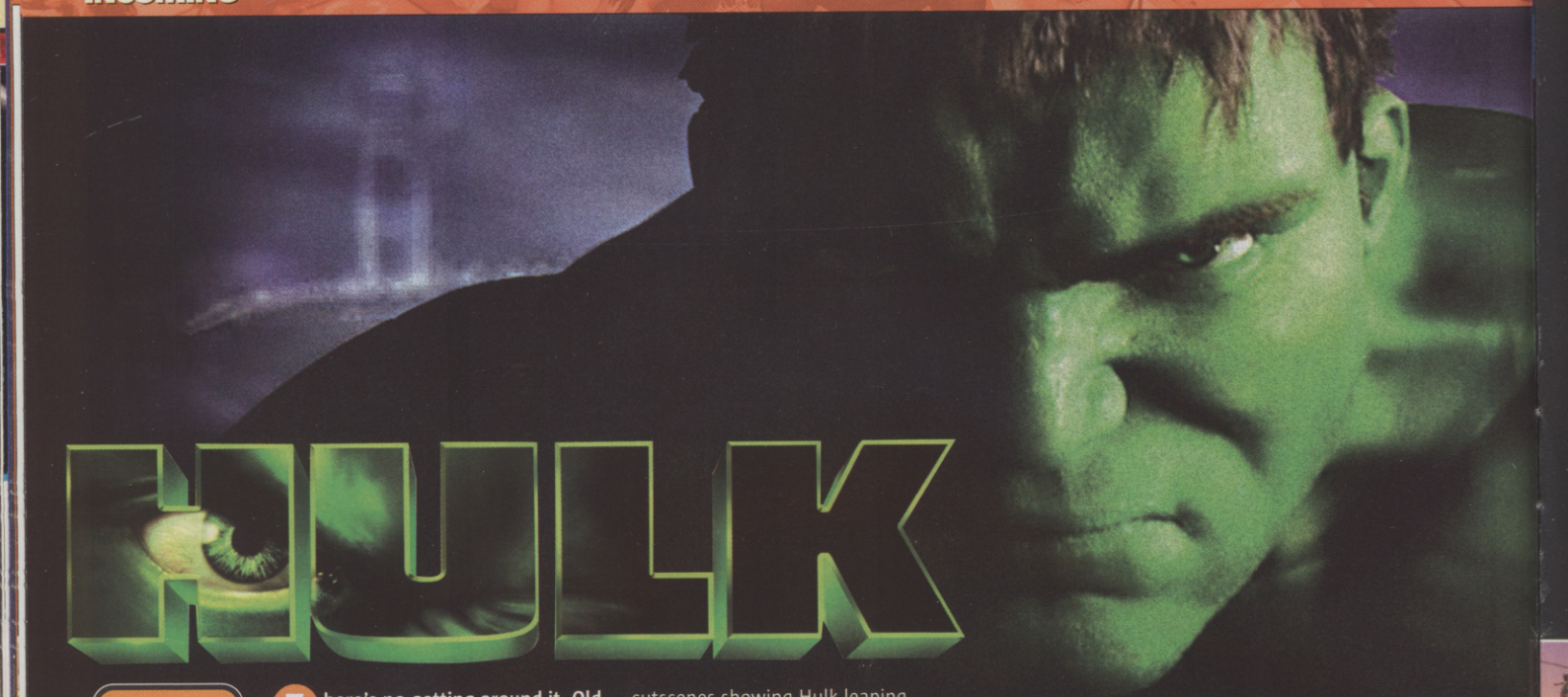
CVG OPINION

Looking tasty and packing a heavyweight story, this is an important step forward for the the now ultra-tired point-and-click genre. **Johnny**

WE LOVE
- No point-and-click!
- Nice 'n' easy interface
- Gorgeous visuals

WE HATE
- Still a bit hardcore for some
- Not cool like Zelda





HULK

■ PUBLISHER
VIVENDI UNIVERSAL
■ DEVELOPER
RADICAL
■ OUT: JUNE 13

ONLINE GAMING

IN A NUTSHELL

Shallow, fast and furious, it's a movie cash-in pure and simple, right down to clips and voice-overs from the cast. The aim seems clear: disengage brain, see movie, buy game, smack the bejesus out of everything.

PS2 XBOX GC/PC

WWW.HULKGAMES.COM

UPDATE!

There's no getting around it. Old Hulk games were so stinky that UN inspectors would have done well to classify them as Weapons Of Mass Destruction.

But it's been a good few years since the green guy had a new game out and the inspectors haven't been in CVG's offices since investigating Mike's ass for post-curry air biscuit crimes.

So, it's with an open mind and half an eye on this summer's Ang Lee blockbuster that CVG gets hands-on with the comic book hero's new action adventure. The wanton destruction kicks in right from the top and is punctuated with boss battles, stealth sections (see box) and short cutscenes showing Hulk leaping from skyscraper to skyscraper and charging down sewers.

You mostly barrel from area to area in a linear fashion, tearing identikit respawning baddies into pieces and busting up environments. Kills drop power-ups for health and Hulk's Rage Meter, which once full makes him glow green and dish out extra pain, sometimes on multiple goons.

HAPPY CLAPPY HULK

Hulk's 45 manoeuvres range from leaps, forceful headbutts and time-buying stun attacks to grappling enemies and tossing them all over the place – lobbing them off tower blocks is particularly satisfying. Mastering more advanced combos (like grabbing a guard's throat, leaping in the air and hovering for a second to target another enemy before hurling one victim at the other) looks cool and certainly helps later on.

But while there's more to the fighting system than first appears, it doesn't seem to be particularly deep. The simple auto-targeting and uncomplicated

Hulk hates the summer – he gets hay fever, sneezes and this happens

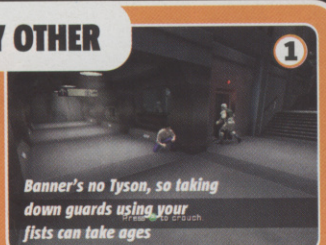
Hulk's Sonic Clap leaves lesser enemies clutching their ears and vulnerable. For their part, they try to stun Hulk with electric prods. But boss fights like this are another matter entirely...

HE AIN'T HEAVY, HE'S MY OTHER

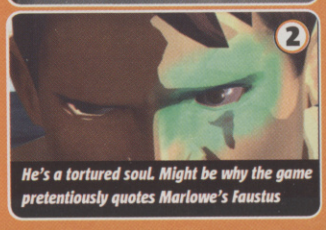
While you will find yourself spending most of your time as Hulk swatting puny humans and tossing tanks around, this action is punctuated with five stealth-lite sections playing alter-ego Banner.

As you'd expect, the Gamma-fried scientist has nothing to match Hulk's spectacularly destructive moves. In the early levels we played through, Banner could crouch-walk to sneak under windows, roll around and engage in basic fisticuffs and grapples, but not a great deal more. Not even a Gamma-enhanced guff.

The initial switch-pulling and creeping past guards and cameras does graduate onto mini-games against the clock, like swapping rows of digits to hack security systems, and while this won't slow you up much to begin with, we're assured that later on the stealthy stuff does get pretty tough.

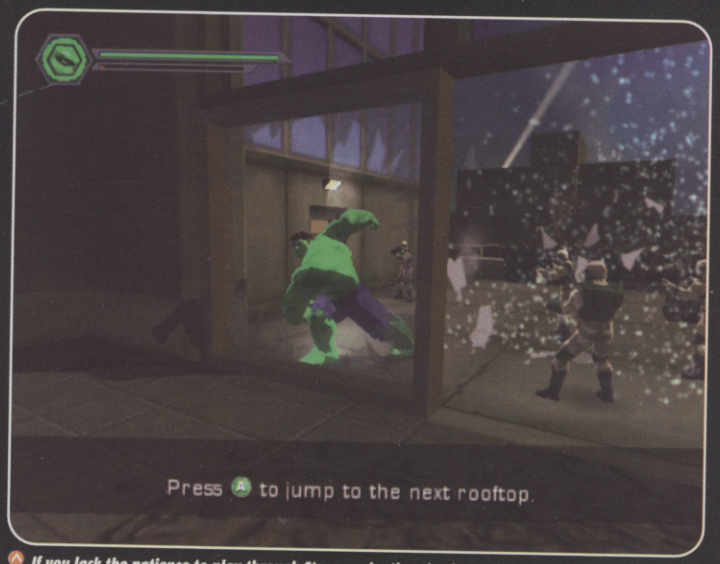


Banner's no Tyson, so taking down guards using your fists can take ages



He's a tortured soul. Might be why the game pretentiously quotes Marlowe's Faustus

...one down, one to go. The remaining boss has a second bar like Hulk's Rage meter



If you lack the patience to play through Story mode, there's also sufficient fun to be had in Challenge mode with Endurance, Time Attack and Hulk Smash modes

The smaller green circle is Hulk's health

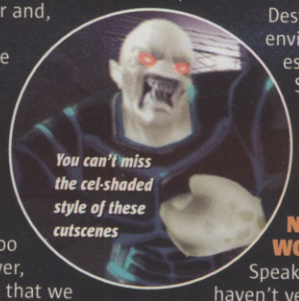
enemy AI means, earlier on at least, random button bashing can be a bit *too* effective. It's even possible to back Hulk into a corner and, without looking, repeatedly hammer the Sonic Clap attack to clear a room against overwhelming odds.

What's more, you can often smash your way to the next area relatively quickly without taking down too many bad guys. However, half the time we found that we stayed a lot longer in any given area just to smack up as much scenery as possible and find new and creative things like cars, bars, fans and great big concrete lumps to lob at our enemies.

HULK GO POSTAL

And it's on this 'destroy everything' level that Hulk is most likely to appeal to gamers: apart from the majority of walls, pretty much anything else in the game that he touches cracks, explodes in showers of dust or flames or crumbles into throwable lumps of scrap.

Even the ground itself disintegrates into rubble every time he jumps on it. It's like standing two feet away as a car crusher, a giant industrial blender and a bulldozer go postal inside Canary Wharf.



You can't miss the cel-shaded style of these cutscenes

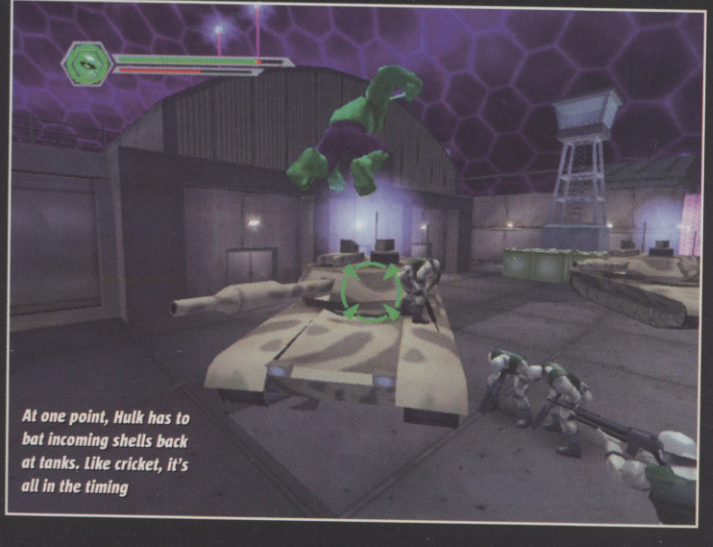
Destructible environments aren't especially new (Power Stone 2 is still a CVG fave), but Hulk offers more than most to smash up while pursuing the plot.

NIOBI, LARA AND WOLFY VS HULK

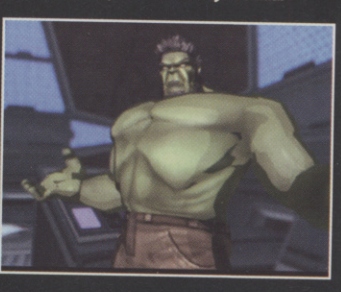
Speaking of which, we haven't yet been allowed to see any of the movie content, so we can't tell you how much Hulk benefits from the tie-in. But we do know that the game storyline, which sees Prof Crawford stealing Hulk power to become Rampage, comes after the movie's.

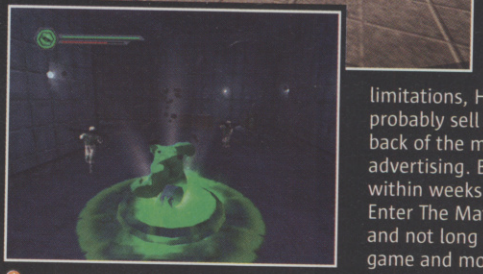
Cutscenes we've seen weren't FMV, so we're guessing there won't be too many comparisons with how EA used The Two Towers licence, but you'll certainly get some movie/comic flavour.

Despite its limitations, Hulk would normally probably sell well enough on the back of the movie and some heavy advertising. But it's being released within weeks of other film tie-ins Enter The Matrix and Wolverine, and not long before the new Lara game and movie too. Is there really room, or indeed *money*, for all four? Time will tell... CVG



At one point, Hulk has to bat incoming shells back at tanks. Like cricket, it's all in the timing





Enemies yell stuff like, "You're one ugly..." and "What are you?" when they see Hulk

THE INCREDIBLE CHUMP

Laughable green Shrek-alike bogie or legendary comic hero brought to life in pioneering telly show? Tricky one

Lou Ferrigno's website. Hahaha, haha, ahaha. Sorry, we can't stop. Hahaha

If you're a little bit worried about the upcoming movie, then you're probably wrinkly enough to remember the iffy '70s TV series and weak spin-off movies starring musclebound Lou Ferrigno.

But with a generation of film-goers untainted by such memories, and Ang Lee in the director's chair, plus Marvel being understandably very protective about how its heroes are portrayed these days, Hulk (see, they even dropped the 'The' and 'Incredible') is certain to be superior in terms of spectacular SFX, with big budget bangs and Hulk himself a CG character.

After which, we're hoping Hulk fans won't feel obliged to defend the telly series, claiming as one website does that Banner's story (reworked from the Marvel comics) was "about the human condition and the pain and suffering we all go through. The Hulk was really only a secondary focus."

When you've stopped laughing, check out www.louferrigno.com to see what the body-building actor has been doing since, besides opening a restaurant with Adam West, the star of that other much-loved but dumb telly superhero series of yore, Batman. Batman and Hulk working together? Now there's an idea...

The new computer-generated Hulk

CVG OPINION

Older gamers shuddering at the memory of earlier Hulk games may not be won over, but for simple kicks and big bangs, Hulk should have its moments. Pete

WE LOVE

- Explosions and things to mash up
- Seeing movie secrets two weeks ahead of release

WE HATE

- Predictable and brainless
- Highly repetitive
- No camera control

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."
- GameSpy.com

www.interplay.com/bgda

Explosive spell effects

Hordes of D&D® creatures

Dungeons & Dragons | DANGER HIGH VOLTAGE SOFTWARE | BLACK ISLE STUDIOS | developed by snowblind studios | Interplay | PlayStation.2 | GAMECUBE | XBOX

Baldur's Gate: Dark Alliance ©2003 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, D&D, the Dungeons & Dragons logo, and the Wizards of the Coasts logo are trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. High Voltage Software and the High Voltage Software logo are trademarks of High Voltage Software, Inc. All other trademarks are property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. ™, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. Screenshots shown are from Xbox version.

HIDDEN & DANGEROUS 2

PUBLISHER
TAKE 2
DEVELOPER
ILLUSION SOFTWORKS
OUT: Q4 2003

ONLINE GAMING x32

IN A NUTSHELL

It's WWII. You are commanding a squad of four Allied soldiers through gorgeous scenery. Kick plenty of German butt along the way by utilising the skills of your men – or take on the enemy all on your lonesome, if you fancy it!

PC CD ROM

WWW.TAKE2GAMES.COM

Before you start yawning at yet another WWII game, following hot on the heels of Return To Castle Wolfenstein and Medal Of Honor: Allied Assault, listen up because this one is a little different. It's the sequel to the hugely popular tactical shooter Hidden & Dangerous and deserves your avid attennn-shun.

Why? Because you get to play as not one but four elite Allied soldiers, deep undercover during WWII. And also because the engine (which was used in Mafia: City Of Lost Heaven) is drop dead gorgeous.

SOLDIER BOYS

You are given a pool of soldiers to choose from when you start the game, all with different attributes and strengths. As you play through the missions, the way you choose to use your men will affect how their skills develop. For example, if you're doing a lot of sneaking about, their stealth skills will go up.

But if you're not much of a team player and you fancy going solo, the game also includes a lone wolf mode, which enables you to work your way through the same maps with the same number of enemies, with just your gun for company. And if you don't fancy lots of sneaking around, you might want to try carnage mode, the bloodthirsty object of which is simply to kill everyone you meet. Now *that* we can handle!

With first aid knowledge you can heal your wounded

Don't you point that tank at me, punk!

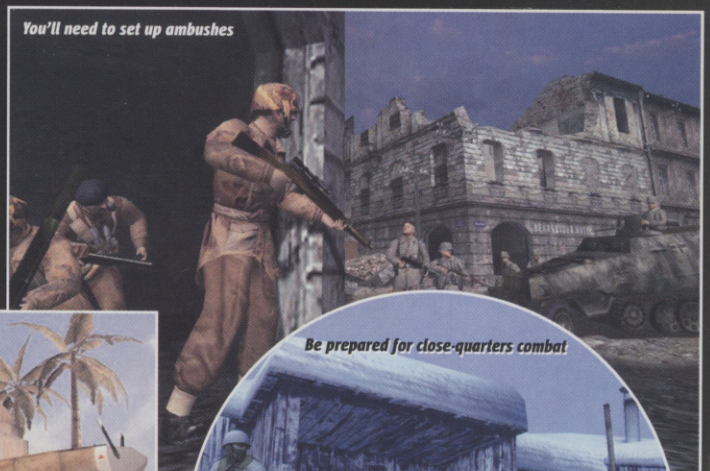
DRIVE ME CRAZY

One of the main differences between the original Hidden & Dangerous and the sequel is that you can now drive vehicles like this truck. You'll also be able to jump into tanks and jeeps and either drive them yourself or get one of your team to, while you get stuck into handling the guns.

Take 2 is keeping images to its chest but we managed to wrestle this one out of it

The sun rarely shone during WWII just to make life even more sombre

In dire need of a refurb: the interiors look quite similar to the ones in Mafia



You'll need to set up ambushes

Mmm, that's a nice little pair of wings. I think I'll take it

Be prepared for close-quarters combat

CVG OPINION

The original was highly influential, but in the face of stiffer competition, H&D2 will need to pull out all the stops to keep on top. **Rhianna**

WE LOVE

- Gorgeous graphics
- Tactical gameplay
- You can drive vehicles

WE HATE

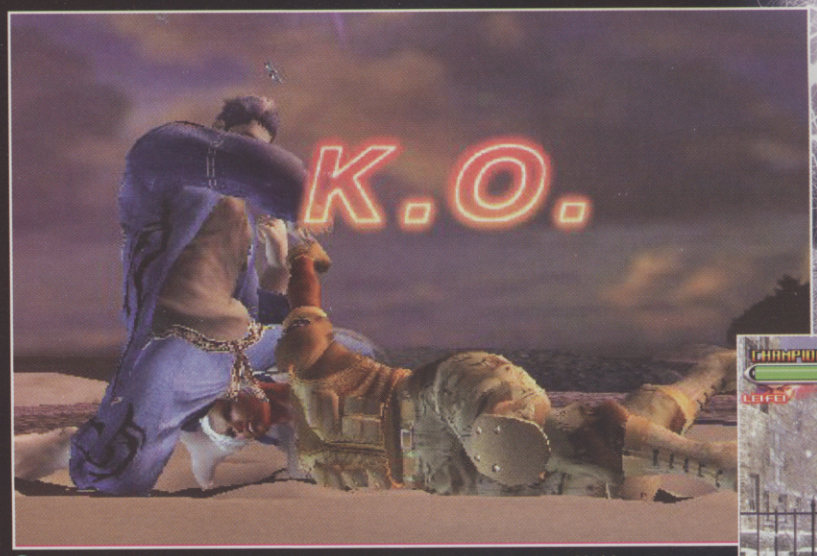
- Setting could be more original
- The storyline's a bit weak

EXCLUSIVE: PART TWO OF CVG'S OFFICIAL UK PLAYTEST

Virtua Fighter 4 EVOLUTION

VIRTUA FIGHTER4

...VERY, VERY FRIGHTENING!



Goh finishes off Vanessa with an excruciatingly brutal Chinese burn. The poor old girl

■ PUBLISHER
SEGA
■ DEVELOPER
AM2
■ OUT: JUNE 22

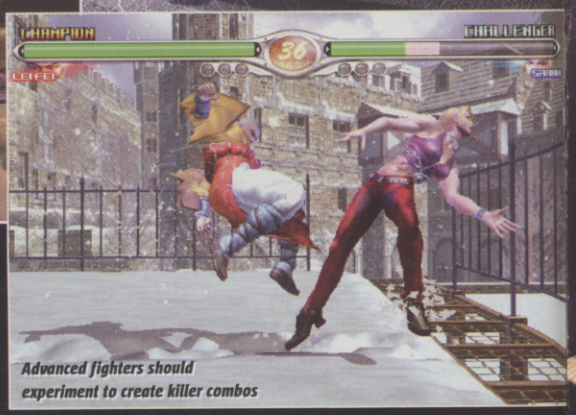
ONLINE GAMING

IN A NUTSHELL

Last month CVG went 12 rounds with Sega's forthcoming martial arts masterpiece, but only scratched the surface. Since our last playtest, we've spent hundreds of hours hammering the new Quest mode to bring you all the essential info on this summer's hardest hitter.

WWW.VIRTUAFIGHTER.COM

UPDATE!



Advanced fighters should experiment to create killer combos

SHOP TILL YOU DROP

You'll find yourself enduring unspeakable levels of pain in pursuit of cash in VF4 Evo. The new shop, with all its must-have items, transforms you into a severe shopaholic. But it's not just the pursuit of special bits of clothing for your character that'll make you want to keep on brawling for bucks. Now there are heaps more unlockable movies, wallpapers, win poses and other special extra features on offer too.

Visit the shop to pick up anything from an old VF1-style character model to a nice nose-to-ear chain

Tekken 4 and Dead Or Alive 3 are as soft as warm cookie dough. You can easily clock both games with *every* character in under a week. For the ultimate fighting challenge you must step into Virtua Fighter 4 Evolution's vicious universe.

Only once you've won literally thousands of fights and built up thick calluses on your fingertips from months of hard practice will you fully conquer the epic new Quest mode... with *one* fighter! Winning fights is no pushover, because the AI opponents in VF4 Evo are among the most sophisticated, unpredictable and advanced to appear in any beat 'em up out there.

This is easily the toughest brawler ever to bloody its knuckles on a

True masters parry and evade incoming attacks instead of blocking

Make like a particularly lithe, angry python, coil yourself around your opponent and squeeze all the air out him. Pfft...

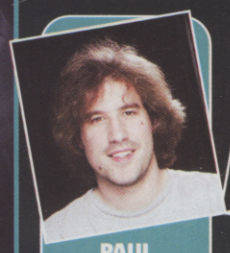
SCHOOL OF LIFE

VF4 Evo won't teach you everything. Only experience and experimentation will help you discover moves and techniques that don't appear in the tutorial modes. Every character possesses a couple of these rare moves and once you find them, you may rejoice in the knowledge that you're a VF don.

...that you won't find anywhere in the Training moves list

FIGHTING TALK

It's possible that CVG has one of the largest concentrations of Virtua Fighter fans in the country, although we haven't actually been able to carry out an official survey. Anyway, here the team's biggest VF fans speak out on Sega's Tekken-stomping sequel.



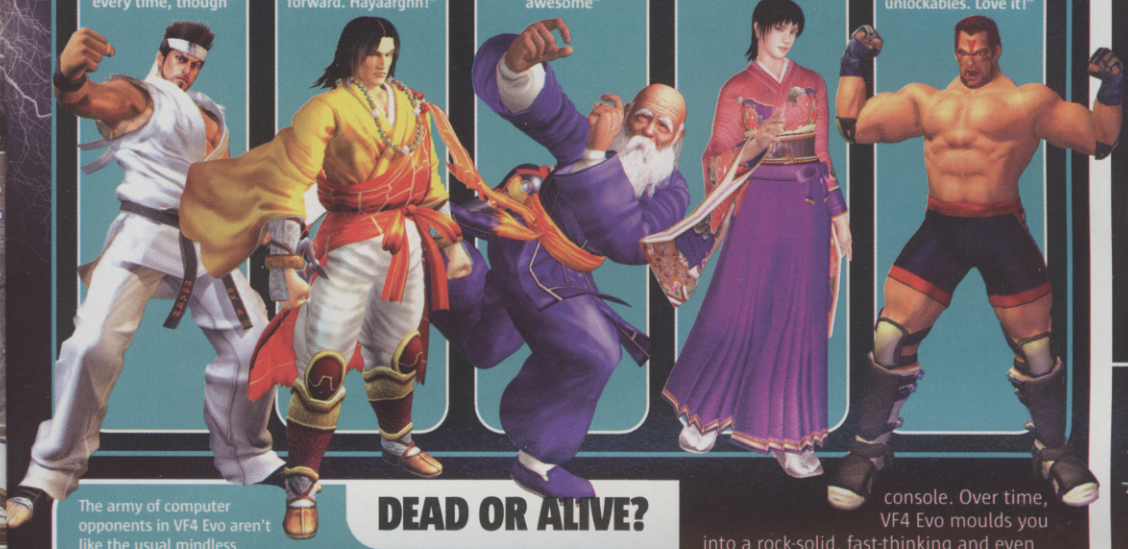
PAUL 'MONKEY BOY' DAVIES
FIGHTS WITH: Akira
FAVE TECHNIQUE: Anything cheesy
"Haven't slept for weeks. 1456 fights, a Win Ratio of 82.3 per cent and six tournament wins in the Quest mode! Jenny still whups me every time, though"

LEE 'FEET-O-FLAMES' SKITTRELL
FIGHTS WITH: Lei-Fei
FAVE TECHNIQUE: Dancing between stances
"Ali I care about are Lei-Fei's surprise new Bokutai moves, where he slaps the floor like a nutter then pounces forward. Hayaarghh!"

JAIME 'ONE 2 MANY' SMITH
FIGHTS WITH: Shun Di
FAVE TECHNIQUE: Lying down and playing dead
"Being able to boot the crap out of computer characters modelled on real-life Japanese Virtua Fighter superstars is awesome"

JENNY '5FT KILLA' MCCOMB
FIGHTS WITH: Aoi
FAVE TECHNIQUE: Palm slap to the nut sack
"VF4 Evo combines my two favourite things: shopping for cool accessories and kicking the crap out of my work mates"

PETE 'BIGGER THAN U' WALKER
FIGHTS WITH: Wolf
FAVE TECHNIQUE: Using enemy as a frisbee
"Polished visuals, updated arenas, two outstanding new fighters, huge new Quest mode, and hundreds of unlockables. Love it!"

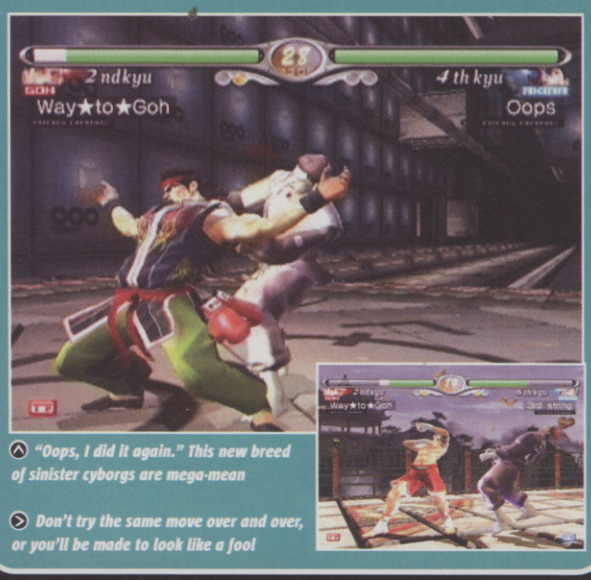


DEAD OR ALIVE?

The army of computer opponents in VF4 Evo aren't like the usual mindless punchbags that pop up in other beat 'em ups. These guys 'n' gals are much smarter and tougher. Especially the higher-ranking characters you get to take on.

The reason? Hundreds of these combatants are half computer, half real-life fighting experts! Yep, you heard right. The AI of many of the characters in the Quest mode has been programmed to fight and mimic the style of tons of the top real-life VF experts in Japan. This really shows when you come up against one, because their behaviour is much more believable, unpredictable and... *human*.

Although it's no substitute for fighting another human being, VF4 Evo has taken a big step towards bridging the gap between clunky computer behaviour and the natural style of a real player.



"Oops, I did it again." This new breed of sinister cyborgs are mega-mean

Don't try the same move over and over, or you'll be made to look like a fool

console. Over time, VF4 Evo moulds you into a rock-solid, fast-thinking and even faster-moving fighting machine.

PAINT DA FENCE, WAX DA FLOOR

See, your relationship with Sega's hardcore super-heavyweight is like the one between the grey-bearded guru and headstrong young student from any Kung Fu flick. First the old man punishes you with tough tasks, but soon his lessons become exceptionally charming. In the Hyper Action Battle tournament, for instance, stringing massive multi-hit combos together increases the speed at which your character moves, until they're storming forward in an exhilarating haze of rage.

You will learn to defend yourself with split-second counters and super-advanced techniques and combos. The feeling of achievement is immense. VF4 Evo is a wise old master. He'll transform you into a martial arts messiah. Respect.

CVG OPINION The astounding action and the rewarding structure of the Quest mode will have you relishing every bout on your journey towards excellence. **Mike**

WE LOVE
- *AI characters are based on real fighters*
- *The new shop in the Quest mode*
- *Hidden moves and combos*

WE HATE
- *There aren't any new arenas*

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz

Games

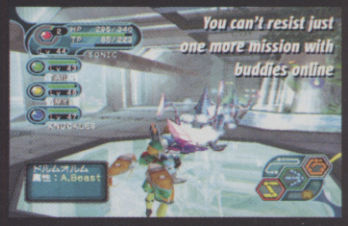
PUBLISHER SEGA
DEVELOPER SEGA
OUT: XBOX
ONLINE GAMING x4
WWW.SEGA.COM/GAMES/POST_GAMEGAME.JHTML?PRODID=10113

PHANTASY STAR ONLINE EPISODE I & II

Okay, so it's out dead soon but Sega is still tweaking its online Phantasy to make sure it works effortlessly with Xbox Live, so no review this issue.

Still, the GameCube version was a stunner so unless someone runs off with the master disc and replaces it with a bucket of donkey sick, expect Xbox PSO to be a thing of wonderment.

We're sure it's going to provide online role-playing at its most jaw-dropping – it'll be the best reason to turn into a housebound hermit since adult channel telethons.



WE LOVE
- *Co-op online play*
- *So many items to snaffle*
- *Endless gameplay*

WE HATE
- *Still no keyboard*
- *Destroys your social life*
- *So similar to old DC version*

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz

Games

SONIC ADVENTURE DX Director's Cut

PUBLISHER SEGA
DEVELOPER SEGA
OUT: JUNE
ONLINE GAMING
WWW.SEGA.COM

Can you teach an old hog new tricks? We'll find out soon enough as this ageing Dreamcast Sonic title is getting a fresh airing on GameCube with a handful of new features and extras.

Some say the original Sonic is streets ahead of its sequel, so this should be one to watch, especially as it features a bunch of complete 2D Game Gear Sonic titles as unlockable extras. It's not the new Sonic game we all want, but at least it's a good stop-gap.

Play as Tails, Sonic, Knuckles, Big, E-102 or Amy

WE LOVE
- *Play through as six heroes*
- *Unlockable Sonic games*
- *Better than Sonic 2 Battle?*

WE HATE
- *Retains the original's level design and flaws*
- *Doesn't look all that good*

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz

Games

A minecart section. Very... original

THE HOBBIT

PUBLISHER VIVENDI UNIVERSAL
DEVELOPER INEVITABLE/SAFFIRE
OUT: AUTUMN 2003

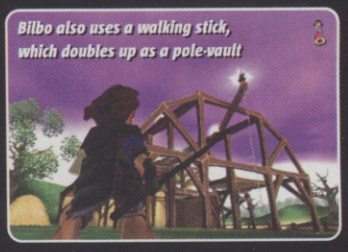
GC XBOX GBA

WWW.LORDOFTHERINGS.COM/FRAME_HOBBIT.JSP

Back to the beardy world of Middle Earth, this time as Bilbo, following the plot of Tolkien's prequel to The Lord Of The Rings.

In this next-gen third-person platformer, you only ever control the Hobbit through the key events of the story, mixing acrobatic climbing and scrapping with stealth sections after you've found The One Ring.

Steal from Smaug, help Beorn in the Battle Of The Five Armies and rescue those pesky dwarves a lot. Expect multiple routes through levels, scripted events and puzzles, plus the ability to enhance Bilbo's gear and abilities. Lots of effort has gone into ensuring environments don't look too samey. And much like the book, it should appeal more to a younger audience.



Bilbo also uses a walking stick, which doubles up as a pole-vault

This GBA version has blatant Zelda touches

You'd do well to steer clear of those huge axes

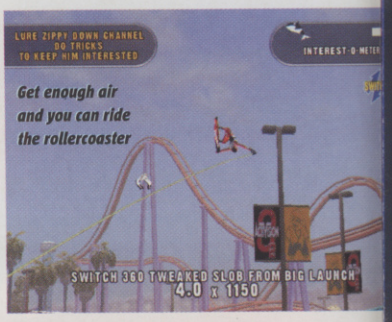
WE LOVE
- Visually varied
- Remains broadly faithful to Tolkien

WE HATE
- Kiddiest of Tolkien's books
- Generic platform action

EXCITE METER

WAKEBOARDING UNLEASHED

FEATURING SHAUN MURRAY



Get enough air and you can ride the rollercoaster

PUBLISHER ACTIVISION
DEVELOPER SHABA GAMES
OUT: JUNE 6

ONLINE GAMING

IN A NUTSHELL

Imagine the Tony Hawk series transferred to water and without wheels. To create the motion, you're dragged along by a boat and are able to perform tricks on the water, in the air and... on land! Clever, that. It's a big game with some tough challenges.

XBOX GBA

WWW.ACTIVISION02.COM

What the hell is a wakeboard and who is Shaun Murray? Well, wonder no more, because here's the game that will answer these eternal questions. In fact, it will positively unleash the answers.

Wakeboarding is apparently a sport where you're on a board and get tugged along behind a special 'wakesetter' boat. This effectively creates two plumes of water that act as liquid quarter-pipes. Holding on to a rope, you perform tricks in the water, using the wake to launch yourself and board into the air. Simple, no?

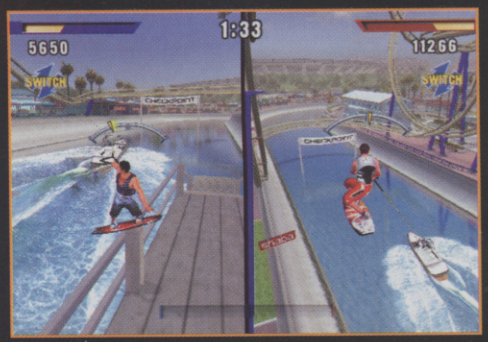
MURRAY MINT

Shaun Murray, it turns out, is a bit of a pro at this. How do we know? Well, Activision, having already signed up Tony Hawk and Mat Hoffman for its skateboard and BMX titles, wouldn't splash its cash on a no-name who needed armbands to play out on the water now, would it?

Joining him to take part in the fun are a bunch of other pros, including the brilliantly named Dallas Friday. There are nine large courses, each with a bundle of challenges (around 20-30 per course), plus some unique waterside attractions. One level is even built around a theme park and yes – you can rail-slide all the way around a huge rollercoaster.

THE WET STUFF

You want two-player action? Well, Wakeboarding Unleashed has a couple of gems up its sleeve. First up there's the Tug of War, where two-players are dragged along by the same boat and try to out-trick each other. Score higher than your opponent and his length of rope is reduced, meaning he'll get dragged closer to the boat. Or, if you want to play friendly, try the Co-op mode and one player gets to drive the boat – yowzer!



A normal two-player game where you outscore your opponent

Let go of the rope, explore the land, then grab the rope again. Cool

More exploring away from the water

With its Tony Hawk-like controls, playing this should be a doddle

Life insurance not included

How very convenient that someone precariously positioned this pipe here

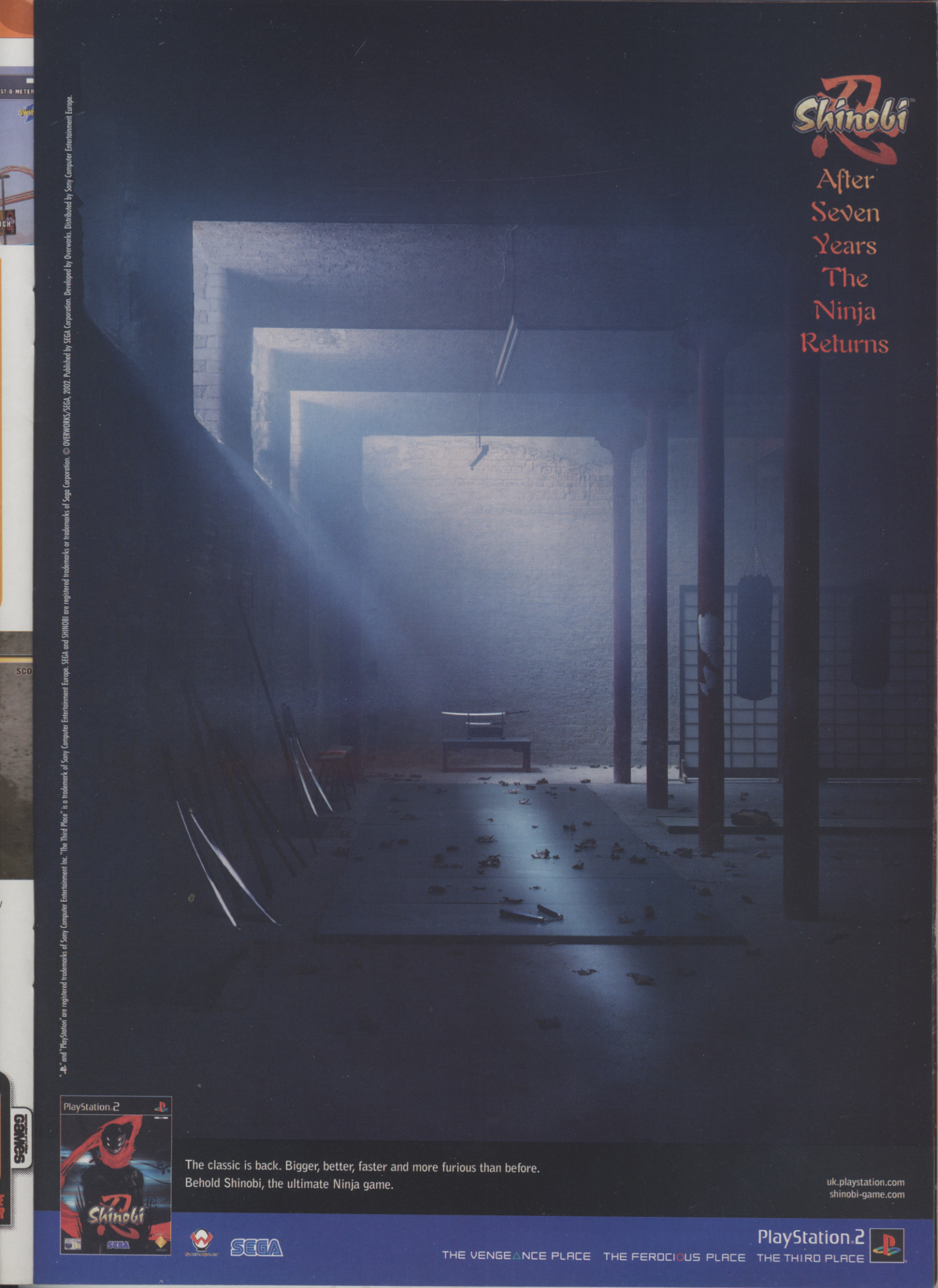
CVG OPINION

Similar to the Tony Hawk titles, but Wakeboarding Unleashed is just different enough to be worth checking out. This looks wet and wild. **Alex H**

WE LOVE
- Large courses
- Lots of different challenges
- Great water effects

WE HATE
- Generic rawk music
- Similarities to Tony Hawk

EXCITE METER


Shinobi
After Seven Years The Ninja Returns
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. SEGA and SHINOBI are registered trademarks or trademarks of Sega Corporation. © OVERWORKS/SEGA, 2002. Published by SEGA Corporation. Developed by Overworks. Distributed by Sony Computer Entertainment Europe.
PlayStation 2
Shinobi
SEGA
The classic is back. Bigger, better, faster and more furious than before.
Behold Shinobi, the ultimate Ninja game.
uk.playstation.com
shinobi-game.com
SEGA
THE VENGEANCE PLACE
THE FEROCIOUS PLACE
THE THIRD PLACE
PlayStation 2

Unlimited Saga

The Abilities screen is almost as difficult to understand in English as it is in Japanese, believe us

We're still not convinced by the isometric movement system

- PUBLISHER INFOGRAMES
- DEVELOPER SQUARE ENIX CO. LTD
- OUT: SUMMER

ONLINE GAMING

IN A NUTSHELL

Hardcore RPG that concentrates on the most complicated aspects of battle tactics and strategy. Features seven separate adventures lasting on average 50 hours each. Now that's big.

WWW.SQUARESOFT.COM

The SaGa series finally makes it to PS2, albeit in a strange new form.

Fans of the cult role-player have been eagerly awaiting the chance to experience all the intricacies of the SaGa world on Sony's box of joy, but they might be a little surprised by the end result. For one, on first viewing it appears that the developer has opted to strip away some of the exploratory elements that made the PSone SaGa Frontier games so enjoyable, choosing instead to concentrate on pure battle strategy.

STAT ATTACK

You can choose to play as one of seven main characters, each of whom has his or her own lengthy adventure to undertake. You then set about selecting party members to accompany your hero, as well as equipping your team with armour, weapons and all the usual role-playing gear.

You progress through the gaming environment by moving your party icon around isometric field locations, rather like an old-fashioned board game. Innovative in such a traditional genre it may be, but it also feels somewhat remote and detached.

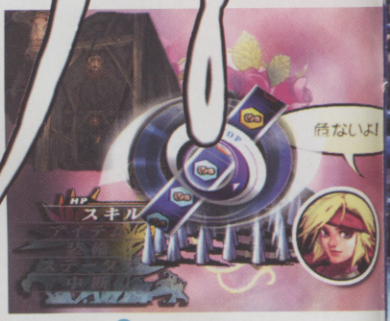
Other elements are more successful, such as the fabulous cutscenes created with Sketch Motion, an impressive new hand-painted technique. The character designs, by Final Fantasy series art director Yusuke Naora, are equally breathtaking.

Will such visual delights be enough to warrant slogging on through the endless battles and stat management? Will the initially complex gameplay prove to be instinctive and effortless in the end? We'll tell you after we've played it through.

The artwork and comic book-style speech bubbles are so cool

Characters have both Health and Life Points, with HP acting more like a shield

The foxy Fongling always manages to be one step ahead of you and Bruce



If the party lands on a trap, you can use the Reel system to disable it again

Monster encounters appear as large icons on the field screen

REEL TO REEL

Much tinkering has been done to the SaGa battle system, some of it quite daring. Instead of taking turns, you are allowed five actions which can be assigned to any party member. You can even assign all five to your lead character. You then use a slot machine-style spinning reel to deliver the attack, adding an element of chance.

At the start of the battle your party faces up to the enemy

Use the wheel to select which character should take action

You can use the Reel to launch either a combo or a direct strike

Employ the correct combos and magic and the results can be spectacular

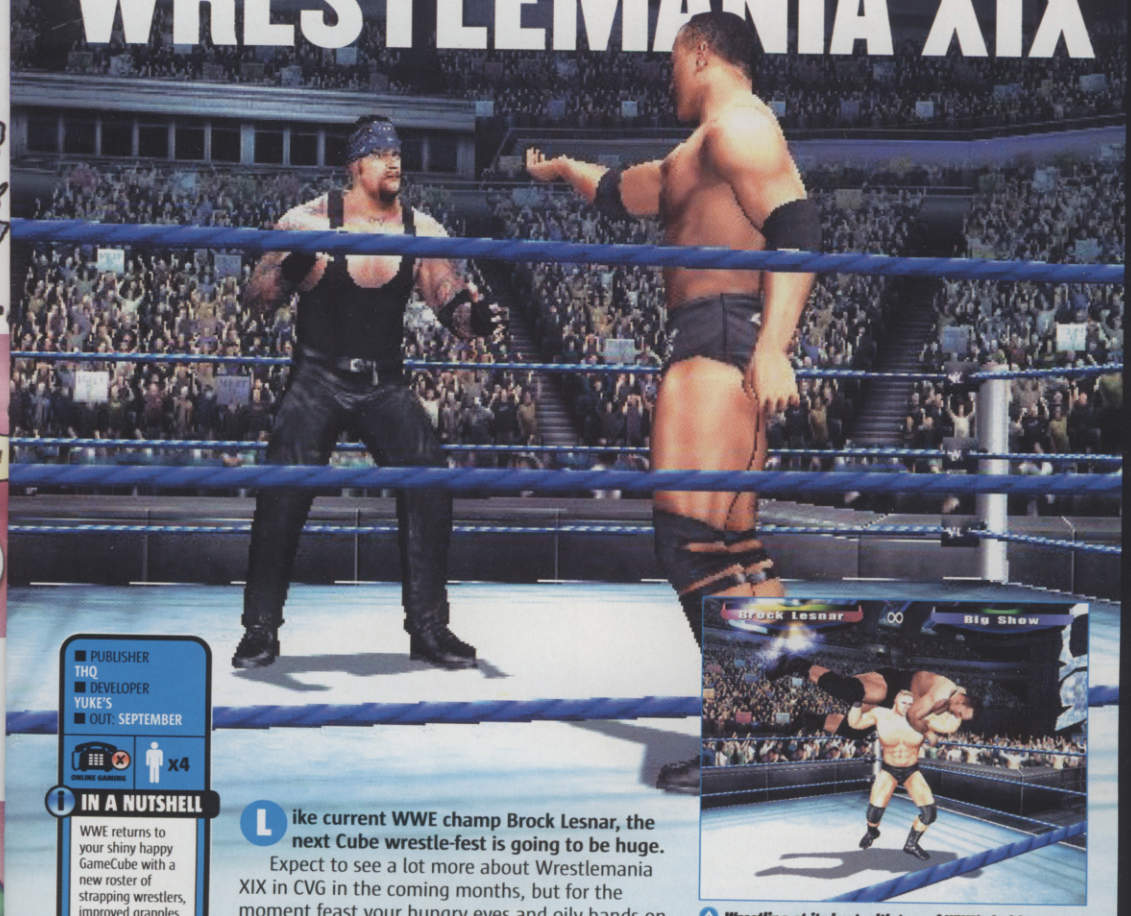
CVG OPINION

The SaGa series has always had a cult following, but Unlimited's intense focus on stats and tactics may prove daunting even to the diehards. **Maura**

WE LOVE
- Sketch Motion CGI
- Fascinating characters
- Epic storyline

WE HATE
- Isometric view
- Complicated gameplay
- Hardcore stats overload

WRESTLEMANIA XIX



■ PUBLISHER THQ
■ DEVELOPER YUKE'S
■ OUT: SEPTEMBER

x4

IN A NUTSHELL

WWE returns to your shiny happy GameCube with a new roster of strapping wrestlers, improved grapples and counters and an all-important Story mode for you to get up close and sweaty with.

WWW.THQ.COM

Like current WWE champ Brock Lesnar, the next Cube wrestle-fest is going to be huge.

Expect to see a lot more about Wrestlemania XIX in CVG in the coming months, but for the moment feast your hungry eyes and oily hands on the first batch of screens and info.

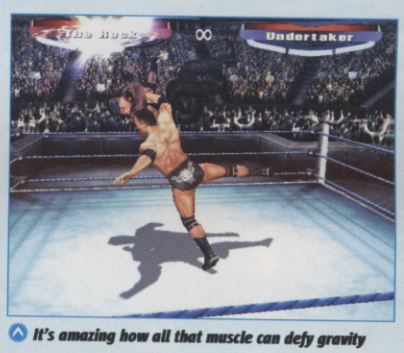
VENGEANCE WILL BE YOURS!

The biggest improvement over X8 is the inclusion of a story mode. Currently entitled Revenge mode, it sees you battling to regain your title after Vince McMahon has stripped you of all your championship belts. There are 30 wrestling missions to undertake before you can even hope to win back the respect of your fellow wrestlers and adoring fans. Sounds cool and it should make a nice change from SmackDown's backstage story mode antics.

Also new is an improved grapple system, featuring strong and weak grapples. The weak ones are harder to counter but don't do a whole lot of hurtin', while the stronger moves are devastating but much slower to pull off, leaving you vulnerable.

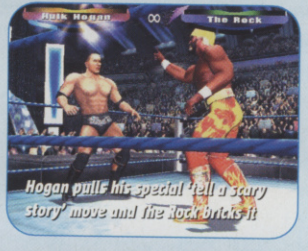
It's also now possible to damage different parts of your rival, so in theory you could win a bout by repeatedly pummelling your opponent's ass until he submits with a broken coccyx. Sweet! CVG

Wrestling at its best with two of WWE's heftiest stars

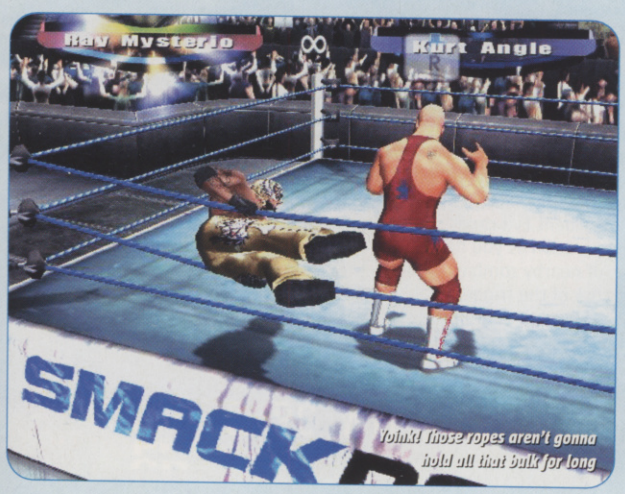


It's amazing how all that muscle can defy gravity

Not something we recommend doing at your local mall



Hogan pulls his special 'tell a scary story' move and The Rock bricks it



Yoink! Those ropes aren't gonna hold all that bulk for long

CVG OPINION Loads of improvements over X8, including sexy new graphics, means this should prove yet another smash-hit WWE title. Full hands-on playtest soon! **Lee**

WE LOVE
- New, cool story mode
- Completely overhauled visuals
- Damage individual body parts

WE HATE
- No commentary!
- Unlikely to feature connectivity
- Still no crowd fighting

EXCITE METER — OH BABY! / Yes! / Mmm... / Tingling / Zzzz...

gamer

Arenas are large and have loads of jumps and ramps to challenge you

WWE CRUSH HOUR

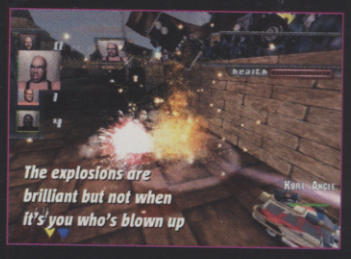
■ PUBLISHER THQ
■ DEVELOPER PACIFIC COAST POWER & LIGHT
■ OUT: JUNE

WWW.THQ.COM/GAMES/46020

This game confirms what any follower of WWE already suspects: that Vince McMahon is insane. In fact, he's so insane he's overtaken all the world's TV networks and is making his WWE stars appear in everything from commercials to daft game shows.

The daftest of these is Crush Hour, a dangerous game of destruction derby based on familiar wrestling matches like Hell In A Cell.

It's a barmy use of the licence, but it does have a great sense of humour and is good fun to play. The cars handle well and the action is fast, with awesome explosions and cool weapons' pick-ups. It should be coming out at a budget price too and prove a great stop-gap until the next batch of 'proper' wrestling games appear. CVG



The explosions are brilliant but not when it's you who's blown up

We love ya Stacy, even if your car is a heap

WE LOVE
- Actually pretty funny
- Cool cars and weapons
- Should be a cheap release

WE HATE
- Not very colourful
- Simplistic action and few game modes

EXCITE METER — OH BABY! / Yes! / Mmm... / Tingling / Zzzz...

gamer

RESIDENT EVIL DEAD AIM

■ PUBLISHER
CAPCOM
■ DEVELOPER
CAPCOM
■ OUT: SUMMER

IN A NUTSHELL

A mixture of third-person adventuring and first-person shooting, set in the Resident Evil universe. The controls are simple and intuitive, but the game can be completed in less time than it takes most CVG staffers to have a dump.

WWW.CAPCOM.COM/XPML/GAME.XPML?GAMEID=750037

Although the Resident Evil adventures on GameCube look amazing, the most horrifying thing about Capcom's recent zombie epics is that they *still* haven't sorted the god-awful controls.

That's about to change, however, with Dead Aim on PS2, a lightgun game that refines the series' traditional gameplay and makes for an altogether more exciting and terrifying experience.

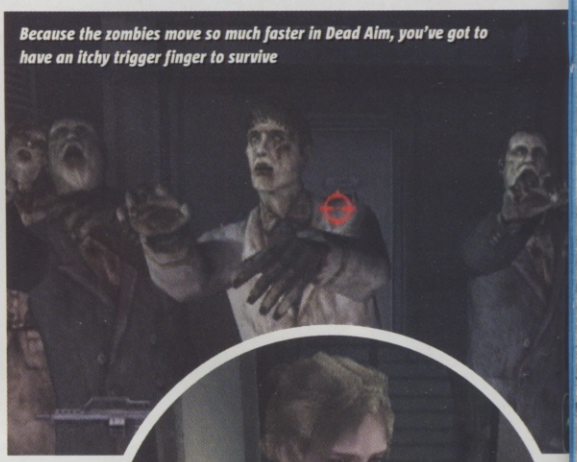
RETURN OF THE LIVING DEAD

Unlike the execrable Resident Evil: Survivor on PSone, which was let down by shoddy controls, Dead Aim allows players to instantly swap between third- and first-person perspectives to solve puzzles and fill the living dead with lead.

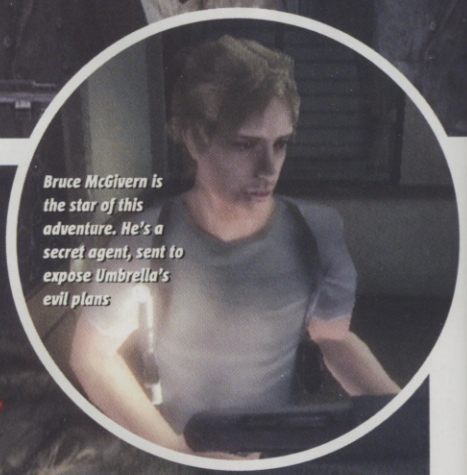
Weapons include shotguns, assault rifles and even a grenade launcher

Fongling is always one step ahead of Bruce. You can take control of her at various points

Although the puzzles are much simpler than in other Resi games, they still add depth



Because the zombies move so much faster in Dead Aim, you've got to have an itchy trigger finger to survive



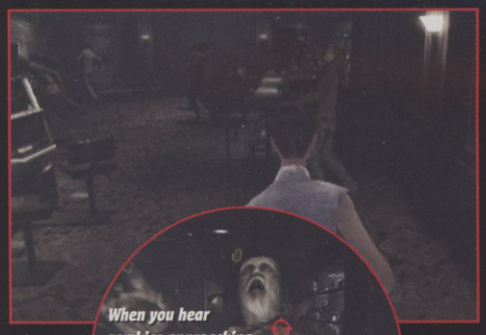
Bruce McGivern is the star of this adventure. He's a secret agent, sent to expose Umbrella's evil plans

It's not just zombies pestering Fongling and Bruce, you know. Even the hideous Hunters make an unwelcome return

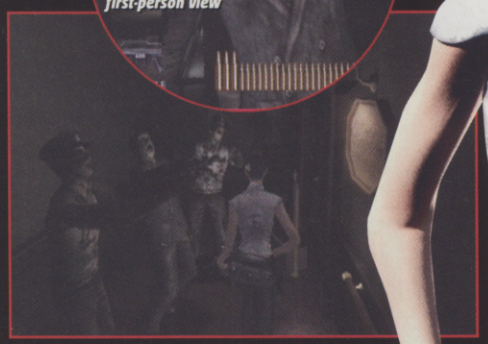
GREAT GUNPLAY

Dead Aim can be played with a normal Dual Shock, but it also supports the G-Con2 lightgun. Playing with the gun couldn't be easier, and it actually makes you feel as if you're part of the action, putting you in the shoes of the terrified hero as hordes of zombies come streaming towards him down the dark corridors.

Use the G-Con2's thumb pad to wander around the ship and collect keys and a range of other goodies



When you hear zombies approaching, quickly pull the trigger to switch to a first-person view



The other buttons on the G-Con2 can be used to strafe, dodge and access the map screen. It all works beautifully

Set on a massive cruise ship, players can creep around the shadowy rooms in third-person view, collecting keys, solving puzzles and scoffing green herbs as they would in any Resident Evil caper.

But as soon as you hear the groans of nearby zombies, a simple click of the trigger enables you to see through your hero's eyes and start blasting for all you're worth as the brain-hungry undead come lurching towards you.

Although it sounds strange, Resident Evil: Dead Aim actually improves on the established Resi control set-up, making it easier to stop zombies in their tracks with headshots, but without sacrificing the puzzles that add depth to the bloodthirsty action.

CVG OPINION

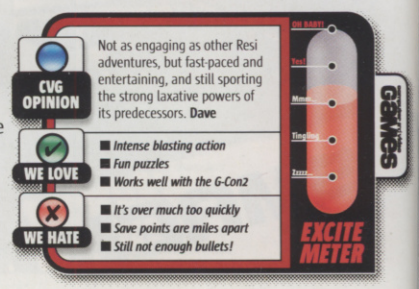
Not as engaging as other Resi adventures, but fast-paced and entertaining, and still sporting the strong laxative powers of its predecessors. **Dave**

WE LOVE

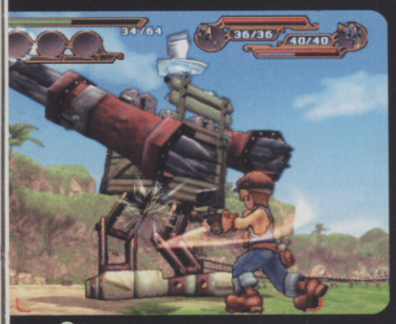
- Intense blasting action
- Fun puzzles
- Works well with the G-Con2

WE HATE

- It's over much too quickly
- Save points are miles apart
- Still not enough bullets!



SMASH AUTHORITY
RED FACTION II
RED FACTION 2 BLASTS ITS WAY ONTO XBOX, GAMECUBE
& PC WITH REVOLUTIONARY GEO-MOD™ TECHNOLOGY
www.redfaction2.com
XBOX
WINDOWS 95/98
PC
CD
ROM
WINDOWS ME
NINTENDO
GAMECUBE
volition
THQ
© 2003 THQ Inc. Red Faction, Geo-mod™ Technology, Volition, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.
TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. © 2003 Nintendo. Microsoft, Xbox, and the Xbox Logos are either registered trademarks
or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



Practise combat skills until you drop

PUBLISHER SONY
DEVELOPER SONY
OUT: JULY
ONLINE GAMING
WWW.UK.PLAYSTATION.COM

DARK CHRONICLE

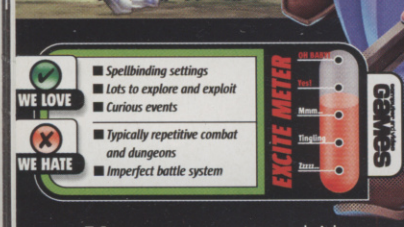
It's the closest thing PS2 has to Legend Of Zelda, but this doesn't make it a pale imitation. Dark Chronicle has a depth and charm all of its own, but just looking at it you can tell that it's special.

Like its predecessor, Dark Cloud, the game is quite the mixed bag – a role-playing adventure at heart but with a range of other styles included to keep the gameplay as fresh as the lovely visuals.

In addition to dungeon exploration, which is the backbone of Dark Chronicle, there are village construction sections that account for the biggest portion of everything else. Here all the spoils from conquered enemies are put to use rebuilding roads, houses and landmarks destroyed by the hands of evil.

Who is the biggest weirdo here? We can't decide...

Not even the trees get away with miffing you off



WE LOVE
- Spellbinding settings
- Lots to explore and exploit
- Curious events

WE HATE
- Typically repetitive combat and dungeons
- Imperfect battle system

EXCITE METER

MEGAMAN NETWORK TRANSMISSION

PUBLISHER CAPCOM
DEVELOPER CAPCOM
OUT: JUNE
ONLINE GAMING
WWW.CAPCOM.COM/MEGAMAN

IN A NUTSHELL

One of Capcom's best-loved heroes comes to Cube! This is almost as big as a new Mario or Zelda in CVG's books. Mega Man has always stood for quality on Nintendo so your expectations should be high!

You just know that the boss at the end of this stage will be Crazy Casino themed

The Mega Man Battle Network series has become huge on GBA. Instead of a platform game, Battle Network adapted all the weapons upgrades and suit functions into a turn-based strategic system. Taking Mega Man into the network to deal with bad guys was kind of like The Matrix!

For Network Transmission, the platform game theme is reintroduced, but combined with the strategic use of weapons from Battle Network. The result is a tougher than usual Mega Man platformer, with a storyline you can't ignore.

It looks kiddie but it's a tough challenge to begin with because there's lots of thinking involved on top of the need for pro platforming reflexes. You're confronted with enemies and enemy formations that can be nailed more efficiently if equipped with the best weapon. You'll be fighting for every inch of progress.

Try using the Flame Blade to deal with a frosty reception. Fiery stuff!

WHEN THE CHIPS ARE DOWN

As you know, Mega Man's special suit can be upgraded to use different weapons and handle changing environmental conditions. The way it works in Network Transmission is by collecting special microchips with data stored on them. These include new varieties of weapon, athletic abilities, or even healing powers. A chip's power is limited, however, so must be used carefully.

A Guts Punch will rattle the bolts loose off any over-clingy robo foe

Boss battles require more than courage to survive, even against frosty midgets!

Can the evil WWW Organisation (oh boy!) stop Capcom's little boy blue this time?

CVG OPINION

This game has been kicking our ass since we got it. Sure it looks simple, but we could grow to like it because of the depth of strategy involved. **Paul D**

WE LOVE
- Loads of cool weapons to try
- Cute style of art and characters
- Stiff challenge with cool puzzles

WE HATE
- Kids' game trying to act cool
- Kind of old-fashioned for Cube
- Mega Man still can't crouch!

EXCITE METER

ENTER THE MATRIX

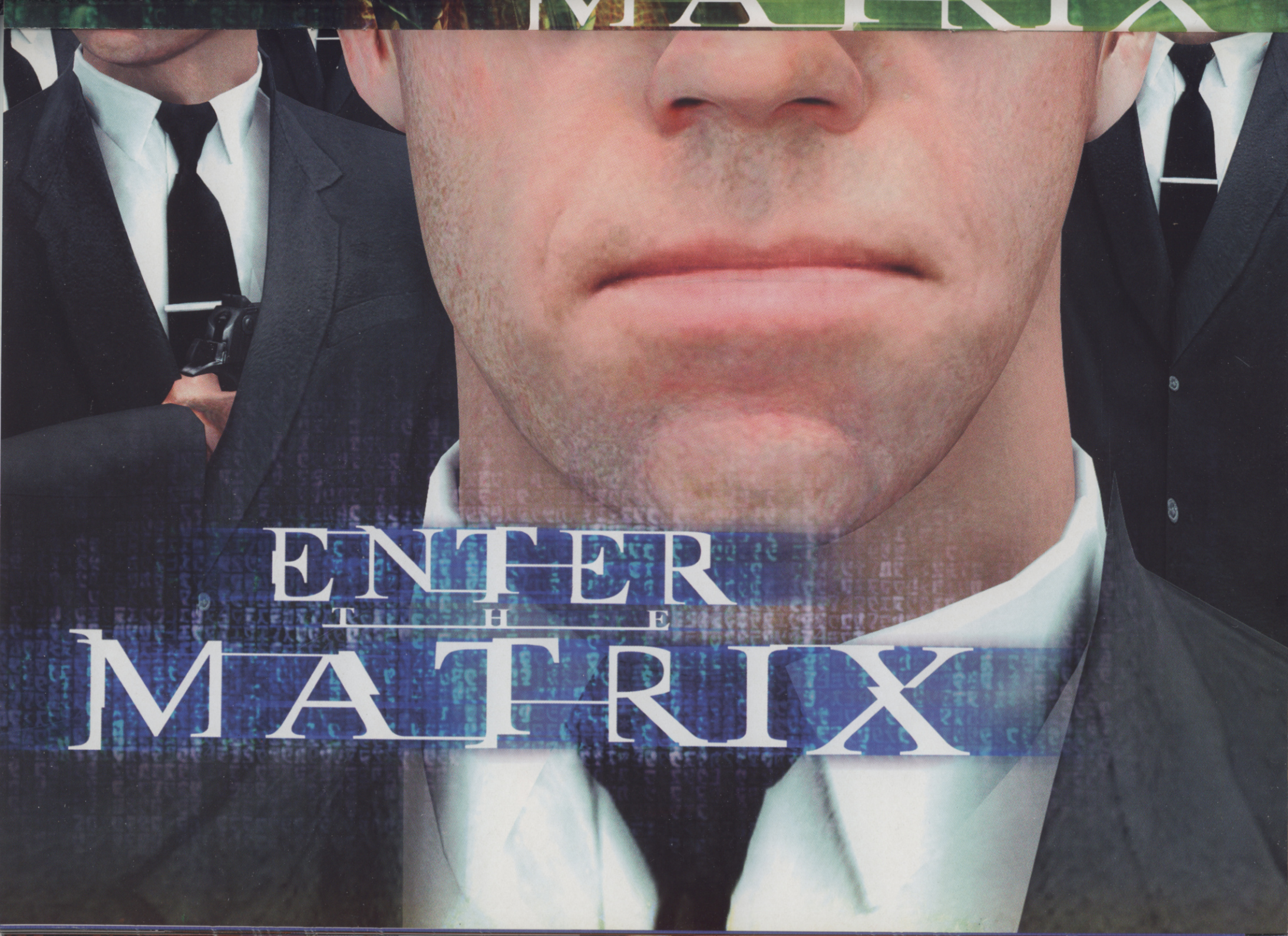
GAMES

INTERACTIVE ENTERTAINMENT
ATARI
computer and video
games

INTERACTIVE ENTERTAINMENT
ATARI
computer and video
GAMES

ENTER
THE
MATRIX

INTERACTIVE ENTERTAINMENT
ATARI
computer and video
GAMES
ENTER
THE
MATRIX


MATRIX
ENTER
THE
MATRIX

computer and video games

ATARI

WB INTERACTIVE ENTERTAINMENT

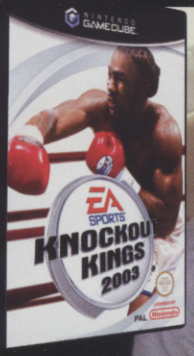
CHALLENGE CVG

CVG COMES TO YOUR CAVE

WE GOT BORED OF SITTING IN THE OFFICE ALL DAY, SO WHEN EVAN VETTAS DARED CVG TO CHALLENGE HIM ON HIS OWN TURF WE KIND OF SAID "YEAH, OKAY, WHY NOT"...

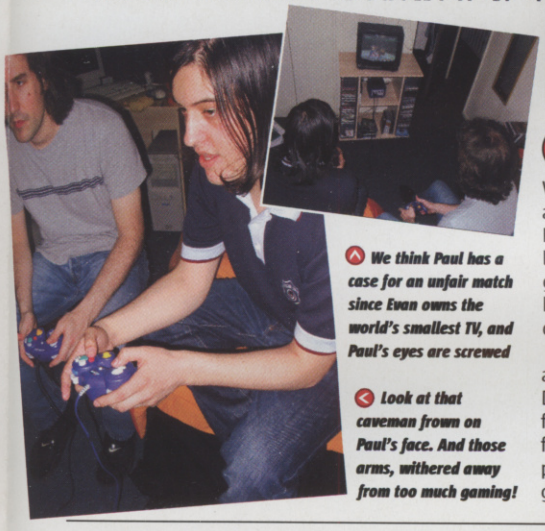
INVITE US HOME, SEND US PACKING

A change of plan this month, oh challenging ones. We thought it better to head to someone else's gaff for a laugh, what with all the nice weather. So our very own Paul Davies (we'd like to call him the resident CVG champ, except he always loses) shuffled off to Old Street, East London, the home of this guy Evan Vettas. Evan says he can take anyone at Dead Or Alive 3 on Xbox. Cleverly, Paul thought it best to take along Knockout Kings on GameCube instead...



Now this Evan guy seems to spend his entire life playing videogames, and what's left of it talking to his flatmate about videogames. In fact we almost witnessed a punch-up over which is better, GameCube or Xbox. It was going to be tough...

Evan, still fuming with rage after his row with flatmate (also called Evan)



We think Paul has a case for an unfair match since Evan owns the world's smallest TV, and Paul's eyes are screwed

Look at that caveman frown on Paul's face. And those arms, withered away from too much gaming!

1 ROUND ONE: LEWIS VS BUTTERBEAN

With Evan's flatmate (also called Evan – what are the chances of that?) taking the photos, Paul valiantly chose a character he knew could lose against Evan's Lennox Lewis, who had a good chance of winning. Neither of the players knew what was what to begin with, but Evan quickly got the upper hand.

Or should that be uppercut, lots of jabs, and all kinds of special punches, leaving Davies' overweight Butterbean character flailing on the ropes. Meantime, Evan's flatmate got into his new role as CVG photographer, capturing Evan's (*The* Evan) genuine disappointment in Paul's performance.

THE FINAL RESULT: EVAN IS THE CHAMP

WINNER EVAN

And so Evan Vettas, originally of Livadero in Greece incidentally, took our representative for everything he had. Including the copy of Knockout Kings as a souvenir. So hurray for Evan, and thanks to the other Evan for these photos. Despite our shame of having lost again, we think the idea of fighting on your home turf is pretty cool.

So if you want to treat us to some of your local hospitality, and send us home feeling pathetic and miserable, fill in this form and mail it to the address at the bottom of the page. In the meantime, thanks Evan. Yeh, thanks a lot mate. Next time...!

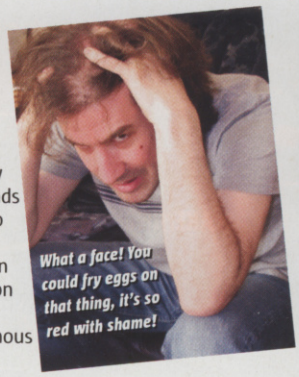
2 ROUND TWO: REMATCH

From behind the lens Evan, not *The* Evan, the other one... oh never mind. Anyway, the photographer takes pity on Paul for the rematch, suggesting that the woolly-haired wanderer should try to block more. And maybe duck sometimes, or try to mix things up a little.

Sadly, this was to no avail. Paul managed to survive a few seconds longer in the slugfest, but had no answer to *The* Evan's rapidly developing understanding of the game. Paul began to hunch up so badly it looked like his spine was collapsing like a clothes maiden, but the inane "I don't mind losing" grin didn't slip an inch.

Ah... this would be the point that Evan realised that our Paul is no good at games!

3 ROUND THREE: WHATEVER MIGHT WORK



What a face! You could fry eggs on that thing, it's so red with shame!

At this point, even after a few 'unofficial' rounds allowing Paul to regain some dignity, *The* Evan also takes pity on Davies. So it became the famous Rocky Marciano versus some Japanese heavyweight Kazahiro Arikawa. Could the roles now be reversed?

Despite his size, Kaz pummelled Rocky into the canvas. *The* Evan started saying stuff like, "I'm just an intuitive player, a natural when it comes to games", and, "when I pick up the controller I am at one with the game". Paul had "yeah, whatever" written all over his long face and decided enough was surely enough.

COME ON! HAVE IT!

We're waiting for a new breed of challenger, somebody who isn't shy of having their living room invaded by unhealthy lads whose job is to play videogames all day and therefore beat you at any game you care to name. Unless we send Paul that is, he'll probably lose – but only because he's old. And a bit senile. Anyway, invite CVG to your town for a challenge you'll never forget. Unless it's Paul.

HELLO, MY NAME IS: .....

BUT YOU MUST CALL ME..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT: ..... [game name]

MY ADDRESS IS:.....

.....

DAYTIME TELEPHONE NO: .....

EVENING TELEPHONE NO: .....

EMAIL: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

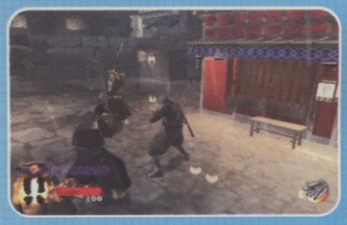
Keep getting your throat slit in Tenchu 3? The Dead Or Alive Beach Volley girls just not putting out, no matter what lengths you go to? Get your wicked way by cheating!

TENCHU 3: WRATH OF HEAVEN

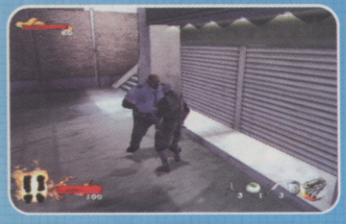
● **ALL CHARACTERS:** Press L1, R2, L2, R1, Right, Left, L3, R3 at the title screen.

● **ALL STORY MODE MISSIONS:** Press L1, R1, L2, R2, Right, Square, L3, R3 at the mission select screen in story mode.

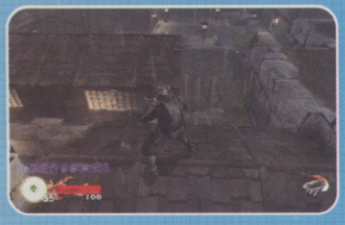
● **RECOVER HEALTH:** Pause gameplay and press Up, Down, Right, Left, Square, Square.



● **BONUS RIKIMARU STAGE:** Press L1, Up, R1, Down, L2, Right, R2, Left at the title screen.



● **HIDDEN LEVEL:** Press Up, Down, Right, Left, X, X, X at the title screen.



DEAD OR ALIVE XTREME BEACH VOLLEYBALL

● **ENDING BONUS**

Finish the game. Start a new one. You can skip to the end – if you want to do this, select 'Leave Tomorrow'.

● **ENDING SEQUENCE**

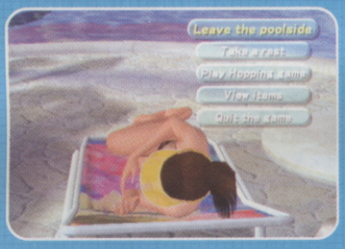
There is an extra ending sequence after the credits.

● **EXTRA ITEMS**

When playing the game, give a lot of gifts to one character and then finish it. Start a new game using that save, and play as the character you gave the gifts to to start with all the items you gave in the game before.

● **NEARLY NUDE**

Play the game as either Helena, Leifang or Christie – the girls who get a swimsuit with transparent parts. Have them wear a transparent visor as well. Go to the pool and get them to lay on the chair until the menu disappears. Move the camera so that you can look at the girls' bodies through the visor on their head. If they are wearing the correct suit, it will not be visible through the visor and they will appear naked except for a small gold star placed over their naughty parts.



UNREAL 2: THE AWAKENING

Here we have even more Unreal II codes for you. Press ~ while playing the game to bring down the console. Type in BEMYMONKEY to enable cheat mode then enter one of the following codes. Re-enter BEMYMONKEY to disable any cheats.

BEHIND VIEW: BehindView()
CHANGE DIFFICULTY: Difficulty(#)
GIB ALL NPCS: GibAllNPCS()
HARM PLAYER: HurtMe(#)
HUD: ToggleHUD()
KILL NPC UNDER CROSSHAIR: KillHitNPC()
MAP SELECT: Open(map name)
PHOENIX POWERSUIT: Phoenix()
PLAYERS ONLY: PO()
SET JUMP HEIGHT: SetJumpZ(#)
SET PLAYER HEALTH: SetMyHealth(#)
SET PLAYER SIZE: ChangeSize(#)
SET PLAYER SPEED: SetSpeed(#)
SLOW MOTION: SloMo(#)
SPAWN ITEM: Sum(item name)
UNDERWATER MODE: Amphibious()
UNLIMITED AMMUNITION: ToggleInfiniteAmmo()
WALK MODE: Walk()

CASTLEVANIA: HARMONY OF DISSONANCE

The following codes were sent in by Chris S. from Essex.

● **MAXIM KISCHINE**

Finish the game once then enter MAXIM as a name.

● **NO MAGIC**

Finish the game once then enter NO MAGIC as a name.

● **HARD MODE**

Complete the game once then enter HARDGAME as a name.

● **BOSS RUSH MODE**

Beat the game to unlock the Boss Rush option.

● **PLAY AS CLASSIC SIMON**

After unlocking Boss Rush press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select the Konami logo.

BIG MUTHA TRUCKERS

Enter these codes at the cheat menu. Submitted by Lloyd James via email.

LEVEL SELECT: LAZYPLAYER
MONEY: LOTSAMONEY
ALL CHEATS: CHEATINGMUTHATRUCKER

INDIANA JONES AND THE EMPEROR'S TOMB

Collect all 30 artifacts to unlock an art gallery. Here are 15; we'll have the rest next month.

● **CEYLON**

GATES OF THE LOST CITY: Idol of Ramba Vihara. Located behind the waterfall near the start of the level.

THE HUNTERS CAMP: Mahavatu Mask. Smash the box on the ledge above the campfire to drop the large crate, which smashes open to reveal the treasure.

THE PALACE OF FORGOTTEN KINGS: Port Negombo Relic. Jump on the block just before the green wall that you can climb and go over the door to a secret room.

● **PRAGUE**

THE LIBRARY: Medallion of Libuse. After getting the book, return to the first balcony and run past the ladder. Drop off by the lamp so that you are hanging down and move sideways to get in between the bookshelves. Pull yourself up and enter the room with the artefact.

THE OBSERVATORY: Stochov Fragment. Before exiting the level walk around the ledge on the side of the room where the exit door is. At the back leap across to the tower.

VEGA'S TOWER: Cistercian Mask. Climb down the chain just outside the bell tower and enter the room beneath the bells.

● **ISTANBUL**

ISTANBUL BREAK-OUT: Piri Reis Manuscript. To the left of the level exit is a breakable crate. Walk onto the green curved rod next to it and you'll drop onto a ledge. Run round to a secret room.

THE SECRET OF THE MOSQUE: PART 2: Ottoman Seal. Roll under the broken wall at the beginning of the level.

THE SUNKEN PALACE: Delian Proclamation. Whip-jump onto the suspended crate near the crane and cut it down.

● **HONG KONG**

THE GOLDEN LOTUS: Tai-Tsu Mask. Located in the second dining booth on the middle level.

YOUR BEST TIPS

If you've got a star-quality tip that you want to share or if you'd like our resident expert Barny to answer a query, send it into us at:

CVGTIPS@DENNIS.CO.UK

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

THE GOLDEN LOTUS: PART 2: Longshan Idol. Located in the dressing room after the cutscene of Mei Ying being taken away.
THE STREETS OF HONG KONG: Shoot a breakable wooden box on the left just before the cutscene.

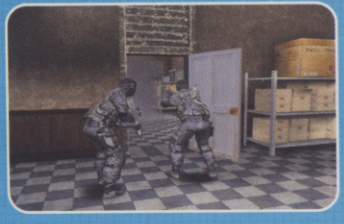
● **PENG LAI LAGOON**

THE SECRET OF PENG LAI LAGOON: PART 2: Sancai Plate. Opposite the start of the level is a niche. Search it to find some demo charges and blow up the cracked wall nearby.
IRON CROSS: Sima Qian Shiji. Follow the walkways from the start of the level to the highest room, where you will find it on a table.
THE U-BOAT BASE: PART 2: Tablet of Longjiang. After pulling the fist lever, drop off the balcony near the front of the sub and search the boxes behind the crates.

RAINBOW SIX: RAVEN SHIELD

Open the console window by pressing ~, then type in one of the following cheats and press Enter.

EFFECT	CODE
God mode for player	god
God mode for team	godteam
God mode for terrorists	godterro
God mode for hostages	godhostage 1
Disable god mode (hostages)	godhostage 2
Full ammunition	fullammo
Third-person view	ibehindview(0 or 1)
Flight mode	ghost
Disable flight	walk
All the god modes	godall
Game never ends	toggleunlimitedpractice
Walk through entities	togglecollision
View threat information	togglethreatinfo
Kill all terrorists	neutralizeterro
Disarm all bombs	disarmbombs
Deactivate IO devices	deactivateiodevice
Rescue all hostages	rescutehostage
Disable morality	disablemorality
Summon all terrorists	callterro
Invisible to terrorists	playerinvisible
Terrorists surrender on sight	tsurrender
Terrorists shoot wildly	tsprayfire
Terrorists only fire at you	taimedfire
Terrorists all run away	trunaway
Terrorists go back to normal	tnothreat
See all terrorists on map	rendspot
Hostage threat info	togglehostagethreat
Reset hostage threat	resetthreat
Next hostage animation	hna
Previous hostage animation	hpa
Show field of vision	showfov
Show weapon direction	gundirection
Show terrorist/hostage routes	route
Show all map routes	routeall
Remove all NPCs	killthemall
Remove all terrorists	killterro
Remove all hostages	killhostage
Kill all Rainbow operatives	killrainbow
Remove opponents	killpawns
Game modes	sgi
Resets all cheats	resetmeall



SONIC ADVANCE 2

Open the console window by pressing ~ then type in one of the following cheats and press Enter.

● **PLAY AS CREAM**

Finish the Leaf Forest level as Sonic.

● **PLAY AS TAILS**

Finish the Music Plant level as Sonic.

● **PLAY AS KNUCKLES**

Finish the Sky Canyon level as Sonic.

● **TINY CHAO GARDEN**

Finish the game with any character and get all seven Chaos Emeralds.

● **SOUND TEST**

Finish the game with any two characters and get all seven Chaos Emeralds.

● **BOSS OPTION IN THE TIME ATTACK MODE**

Finish the game with any three characters and get all seven Chaos Emeralds.

● **PLAY AS AMY**

Finish the game with four characters and get all seven Chaos Emeralds.

● **BONUS LEVEL**

Finish the game with all five characters and seven Chaos Emeralds to unlock a new level from Sonic's map screen.

THE LEGEND OF ZELDA THE WIND WAKER

● **AYRIL'S SECOND COSTUME**

Finish the game once then at the end after the credits choose to create a new save file. Use this file to start a new game and Aryril will be wearing a different set of clothes.

● **DELUX CAMERA**

If you didn't get this in the game the first time through, don't worry. Finish the game and save after the credits. Use that save file to start a new game. This time the Delux Camera will be in your inventory, allowing you to take colour photos from the start.

● **STARTING COSTUME**

Finish the game once and save after the credits. Start a new game with this file and you can play through the whole adventure wearing the clothes that you start with instead of those nasty green things you get after the first 10 minutes.

REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope:

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours. Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions

GRAN TURISMO 3 A-SPEC

Q. Hi. I've just got GT3 and have won a few races. I've noticed in the car dealer that there are a few cars you can't buy such as the Aston Martin Vanquish V12 and the TVR Speed 12. All the cars I want I can't buy, so please tell me what I have to do to get them!
Dan, York

A. *Unsurprisingly you can only get them by winning certain races. To get the Aston Martin you will need to win all gold in the British GT Car Cup in the Professional set of races. To get the TVR, win the Tuscan Challenge (your prize is random so save before starting the final race in case you get the wrong car). As for the rest, there are too many to list but if there is something in particular you want, write in again.*

METROID PRIME

Q. How do you beat the big plant boss? I know you have to shoot the mirrors then roll into the tunnels, but after doing the first one the plant resets the mirrors after I shoot them. This is driving me nuts!
Anon, via email

A. *After shooting a mirror, aim at the boss and shoot it with a few missiles until you can see that it is stunned. That will give you enough time to flip the next mirror in time. Flaahgra will only stay stunned for a few seconds so you still need to be really quick. When you need to flip all four mirrors you should stun the beast in between each one. If you stand in between two mirrors, you can also target both without having to move.*

CONFLICT DESERT STORM

Q. Help! I'm stuck on the Special Delivery mission on Conflict Desert Storm. I've reached the airbase and have got inside, destroyed some planes and accessed the data – but I don't know where the fuel dump is. I've done everything else except this.
Jon, Grays

A. *The fuel dump is at the back of the base, more or less opposite the slope that you enter by. You will see a fenced-off area in a corner by a building. Plant the explosives somewhere on it and then back off and hide.*

JAK AND DAXTER: THE PRECURSOR LEGACY

Q. I've just beaten the Mountain Pass level in Jak And Daxter. When I was using the zoomer to go back to the level before, I noticed a Cell on a ledge in one of the caverns but I can't find any way to reach it. I've searched all over the level and reckon you have to reach it from somewhere else, but I've no idea where.
Gilbert, via email

A. *You can't get that Cell until you've completed one of the later levels called Snowy Mountain and switched on the Yellow Eco Vents. Once you've done this you can return to Mountain Pass and use the Yellow Eco Vent that appears to blast some rocks on the left side. This leads to the Cell.*

THE LEGEND OF ZELDA: THE WIND WAKER PLAYER'S GUIDE

There's tons of stuff to collect in Wind Waker and Barny's here to help you find it. But you won't see most of it until quite late in the game...

1 PIECES OF HEART

Collecting four of these will give you an extra heart on your energy bar, meaning it'll take a few more knocks to kill you. Sometimes a Heart Piece will turn up somewhere unexpected, depending on the order in which you did things in the game. So if you find that sometimes you get other things in the list below instead of Heart Pieces, the Heart Piece might show up somewhere else – so don't be too disappointed.

WINDFALL ISLAND Win at the battleships mini-game.

FORSAKEN FORTRESS When you return later, you can find this in a chest in the prison cell at the end of 1F on the right.

SEA SQUARE (6, 7) Defeat the Big Octos and then search for its treasure – a Piece of Heart.

WINDFALL ISLAND Climb the tower in Windfall (using the ladder at the back of the windmill ride) and stand on the switch. Make the wind blow north and get on the windmill ride. Shoot a fire arrow into the revolving thing at the top to light the fire in the lighthouse. This reveals a chest on a small island near the bomb shop. Set the wind to south and glide over.

WINDFALL ISLAND After getting the Heart Piece above, go and talk to the man on the walkway near to the windmill ride. Keep on talking to him and he will eventually reward you with a prize.

WINDFALL ISLAND Talk to the pink-haired women in the school and agree to help her with the children. Go outside and talk to the kid in a hat and agree to play their game. They will run off. One is in a tree near the docks (roll into it). Another kid is behind the bomb shop and the third can be found hiding behind the stone where the dancing guy is. The last one is behind a bush: go through the arch to the left of the school and then look behind the bush on the ledge to the left. Once all four are caught, they will reward you.

TINGLE ISLAND (3, 5) Kill the Octos lurking in the water (see Octos box) and then retrieve the treasure with the Grappling Hook.

NEEDLE ROCK ISLE (1, 3) Buy a few Hyoi Pears from the ship shop around Dragon Roost Island and then land on Needle Rock Isle. Stand near the fire and use the pear. You will take control of a seagull. Fly to the top of the rock column (avoid the other birds) and fly through the crystal at the top. This will put out the fire, letting you open the chest.

DIAMOND STEPPE ISLAND (1, 2) Use Treasure Chart #1 to locate the treasure near the island.

ROCK SPIRE ISLE (2, 5) Sink both pirate ships in this area and search the spots they sank. One of them has a Piece of Heart.

ROCK SPIRE ISLE (2, 5) You can buy it from the ship shop for 950 rupees.

STAR ISLAND (2, 7) Lift all the boulders on this island to reveal a hole. Jump in and kill all the creatures inside to get a chest.

SPECTACLE ISLAND (3, 6) Come here in the daytime and beat the cannonball game once.

HEADSTONE ISLAND (3, 1) Equip a Hyoi Pear (buy it from the ship shop) and use it on Headstone Island to take control of a seagull. Fly to the highest part of the island and fly through the Piece of Heart.

SOUTHERN FAIRY ISLAND (4, 2) Use Treasure Chart #4 to find the sunken chest and haul it up.

SIX-EYE REEF (4, 4) There is a submarine floating in this square. Go inside and kill all the creatures to get a chest.

CRESCENT MOON ISLAND (5, 7) Use Treasure Chart #11 to find the sunken chest.

PAWPRINT ISLE (5, 6) Use Treasure Chart #30 to locate the sunken chest.

PAWPRINT ISLE (5, 6) On the island is a white and blue dome. Cut the grass around it until you find a small hole. Crawl through and drop in. In the maze go straight, then right, to a chamber with a chest.

ANGULAR ISLES (5, 1) Use Treasure Chart #15.

ANGULAR ISLE (5, 1) Get to the top of the larger island by pulling the first odd block you see halfway out, then climb up. Push the next block down to the next level, then pull it as far as you can. Use it to reach the higher ledge and pull the lower block halfway out. Use it to reach the chest at the top.

BOMB ISLAND (6, 3) Use Treasure Chart #20 to locate the sunken chest.

BOMB ISLAND (6, 3) Pick up (must have Power Bracelets) and smash the large boulder on top of the island and then jump in the hole. Put a centipede on the switch to get past the first door. In the next chamber step on the switch to the left then go up to the main area. Knock a centipede into a ball and then throw it onto one of the switches surrounded by fire. Repeat for the second switch to get the chest.

FLIGHT CONTROL PLATFORM (7, 6) Beat the flying mini-game. (If you have a GBA, get Tingle to help you refill your magic.)

THORNED FAIRY ISLAND (7, 4) Use Treasure Chart #5 to find the chest.

FIVE STAR ISLE (7, 1) Find the sub south of the islands and kill everything inside to get a chest.

WINDFALL ISLAND Late in the game after rescuing your sister, go to the top floor of the expensive house on Windfall Island. It should now be home to a poor family made rich. Talk to the father, then the daughter. Post her letter and then return to the house where you will see a cutscene. Afterwards talk to both then go to the bar, chat to the postman and agree to take the letter. Give it to the girl.

WINDFALL ISLAND After you become the photographer's assistant, talk to the lady in the orange dress near his shop.
Agree to take her photo (you might need the Delux Picto Box) and then find the guy who walks around town and show it to him. Talk to the girl again and then play the Song of Passing. The next morning she will be in the bar. Talk to her for the reward.

WINDFALL ISLAND After you get Treasure Chart #38 from the auction in the mansion, the next lot will be for this Piece of Heart.

ROCK SPIRE ISLE (2, 5) Use Treasure Chart #2.

FOREST HAVEN (6, 2) Use Treasure Chart #31.

FIVE STAR ISLE (7, 1) Use Treasure Chart #33.

THREE-EYE REEF (1, 4) Use Treasure Chart #38.

FOREST HAVEN Return to the Deku tree when you have the Ballad of Gales and a spare bottle. Talk to the tree until he marks locations on your map. Fill a bottle with forest water, warp to each location and water the Deku plant you find.

The more Pieces of Heart you get, the larger your health bar becomes. So it's in your interest to be vigilant!

You get a full Heart Container every time you beat a boss, so don't worry if you can't find all the extra Pieces

2 BOTTLE LOCATIONS

DRAGON ROOST ISLAND (6, 6) To give you a bit of an easy start, you get given this one as part of the Wind Waker story.

BOMB ISLAND (6, 3) On Bomb Island you will see that there is a man looking through a telescope. Look through yours to the location he is looking at and you should be able to see a submarine with a raft next to it. Sail over and get in the sub, then kill all the enemies inside and a chest will appear. Inside this will be the Bottle.

WINDFALL ISLAND After learning the Song of Passing, turn day into night and search the town for a blonde girl. Talk to her then walk up the nearby steps. When she walks off, follow her at a distance, making sure she doesn't see you (if she does spot you, enter a building and go back out to reset her). Eventually you will see her enter the Eskimo's store where you bought the sail earlier. Talk to her and choose the top answer each time. She will reward you with a bottle.

ROCK SPIRE ISLE (2, 5) Find the shop boat, go inside and pay 500 rupees for the last bottle.

There are only four bottles that we know of and you should pick them up early in the game

Use them to carry stuff. Four bottled fairies effectively equates to four extra lives

3 ITEMS YOU WON'T WANT TO MISS

PICTO BOX On your first visit to Windfall Island, you need to find Tingle in the prison cell (at the back of the red building) and smash the pots to locate a switch. Stand on it in order to free Tingle. Push the crate in his cell and then crawl into the hole. At the end of the maze is a secret cavern where you can get hold of the camera.

SPOILS BAG Win the pirate mini-game when you first get into the pirate ship. Talk to Miko in the lower deck and beat his challenge in order to receive it.

BAIT BAG Buy this from the shop boat. Use it to store bait which you can throw at the jumping fish in exchange for information about the area you are in.

MAGIC ARMOUR Talk to the Eskimo Trader and agree to whatever he says. Take the flower he gives you and warp to Greatfish Isle (2, 4). Talk to the fat man on the raft and give him the flower. He will give you a different flower in exchange for it. Then you need to warp to Bomb Island (6, 3) and trade this flower for another flower.

Go to the Mother and Child Isles (2, 6) and trade with the fat man for another flower. Keep trading flowers between the three merchants until you get an Exotic Flower. Return to the Eskimo. Make sure you can see three different types of flower behind his stall and talk to him. He will reward you with the armour.

Getting the Magic Armour is a chore. When you equip the armour it drains your magic

DELUX PICTO BOX After you get Tingle out of his cell, shove the box over and crawl through the maze to get the Picto Box. Talk to the man in the gallery (red building) and become his apprentice. Play the Song of Passing to start a new day.

Wait at the dock for a man in red to walk down to the postbox (this takes ages), and take a photo of him when he's putting something in the postbox (stand on the jetty and zoom halfway in). Take it to the photo man.

For the second photo enter the bar and throw a jar at the man drinking, then take a full-length photo as he quivers. Wait outside the shop to take the third. When the man who walks around strolls past the lady outside the windmill; they look at each other. Take a photo of this and give it to the photo man.

Next go to Forest Haven and search the main chamber (where the Deku Tree is) for a firefly. Catch it in a bottle and take it to the photo man. He will make you a colour camera.

The chamber might seem to be full of fireflies but in fact there's only one. You'll know it when you see it...

4 BIG OCTOS LOCATIONS

Scattered around are giant octopuses called Big Octos. These Octos will always be in the same square – but in a random location in that square. Use your telescope to look around for seagulls as this is usually a good indication of where the Octos are.

Sail towards the flocking gulls and you should get caught in a whirlpool with a big monster in the middle. Use the boomerang to hit its eyes. When they have all been closed the beast will die. You will be awarded different things for different Octos (depending on how many eyes they have).

(2, 1) 100 RUPEES Check the area where the Octo was for a small glowing spot. Sail over it and use the grappling hook to search the seabed (you will hear tingly music if you are near the right spot). It might take a few tries to hit the exact spot but eventually you will find a chest with the money in.

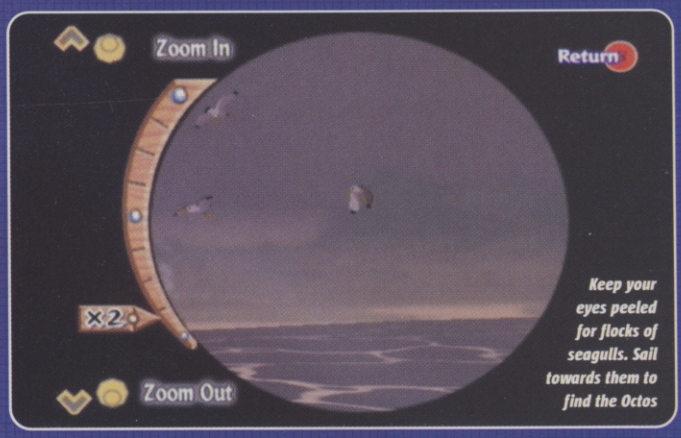
(4, 1) FAIRY UPGRADE As soon as the Octo dies, a fairy will appear and make your magic bar twice as long.

(5, 3) 100 RUPEES Use the same method as the Octo in 2, 1 to get the treasure.

(6, 5) Another treasure chest on the seabed with 100 rupees in.

(6, 7) Be warned: this Octo has 12 eyes and is hard to beat. Once you do, search for the treasure chest, only this time it contains a Piece of Heart.

(3, 5) Another 12-eyed monster. Kill it to get a Piece of Heart.



Keep your eyes peeled for flocks of seagulls. Sail towards them to find the Octos

5 SONGS

You don't actually need to get the Ballad of Gales or the Song of Passing to complete the game

WIND REQUIEM At the back of Dragon Island are some broken blue rocks. Equip the Wind Waker to learn the Wind Requiem. Up, Left, Right.

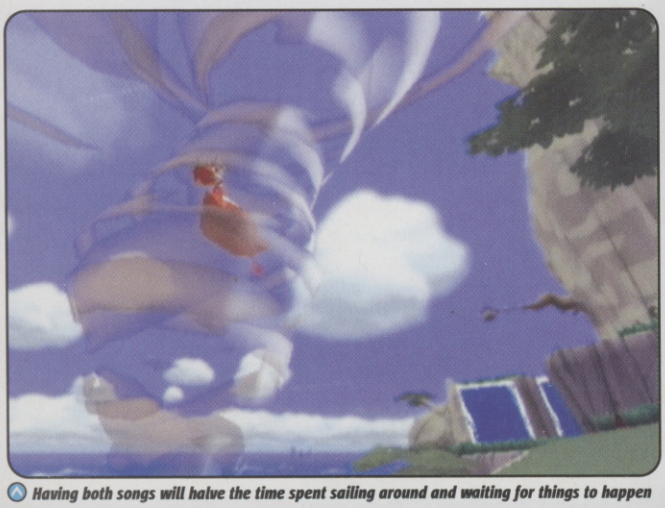
COMMAND MELODY Use your Wind Waker on the tablet that appears in the Tower of the Gods after taking the black statue to the room on 2F. Left, Middle, Right, Middle.

BALLAD OF GALES After you get the Hero Bow look out for a huge cyclone in the sea (far bigger than the normal ones) and get sucked in. Shoot three arrows at the pink cloud at the top of the cyclone and you will be taught the Ballard of Gales. Down, Right, Left, Up.

SONG OF PASSING On Windfall Island there is a man who looks a bit like Elvis dancing around a stone behind the red building. Talk to him then get out the Wind Waker and play nothing on it (Centre, Centre, Centre) twice through. He will do a dance. Now play Right, Left, Down to learn the tune that allows you to turn night into day, and day into night.

EARTH GODS LYRIC Headstone Island (3, 1). Use the Power Bracelets to lift the rock blocking the entrance and read the tablet inside. Down, Down, Centre, Right, Left, Centre.

WIND GOD'S ARIA Gale Isle (4, 7). Use the Iron Boots to reach the blowing statue and smash it with the Skull Hammer. Go inside and use the stone to learn the tune. Up, Up, Down, Right, Left, Right.



Having both songs will halve the time spent sailing around and waiting for things to happen

6 FAIRY LOCATIONS

Each time you meet a great fairy she will upgrade your equipment, so visit all of them!

OUTSET ISLAND When you return to Outset Island with bombs, head to the cave at the top where you first rescued the pirate girl (you will need to change wind direction and glide over from the highest point opposite). Go through the cave and bomb the large rock. Jump in the hole (you get upgraded to carry 1000 rupees).

SOUTHERN FAIRY ISLAND (4, 2) A white tower on a tiny island. Once you've got bombs you can visit here and blow the wooden barrier away, then jump in the hole (you get upgraded to carry 60 bombs).

EASTERN FAIRY ISLAND (5, 5) A spiky white tower on a small island. Use bombs to blow away the large rock covering the entrance then jump in the hole (upgrades to carry 99 bombs).

NORTHERN FAIRY ISLAND (3, 7): Another spiky seashell-like tower on a small island (5000 rupee upgrade).

WESTERN FAIRY ISLAND (1, 5) A spiky tower. Use the Skull Hammer to put out the fire then fall in the hole. You are upgraded to carry 99 arrows.

THORNED FAIRY ISLAND (7, 4) Come here when you've got the Skull Hammer and smash the switches to open it. You'll be upgraded to carry 60 arrows.

MOTHER AND CHILD ISLE (2, 6) The only way you can reach the fairies on this island is to play the Ballad of Gales and warp here. The Fairy Goddess will then give you the Fire and Ice Arrows upgrade.

TWO-EYE REEF (4, 1) Kill the Octos and a fairy appears with a reward.

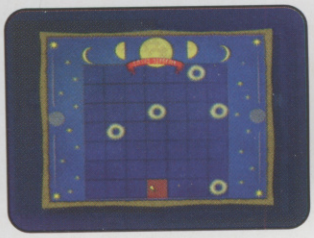
You can return to these fairy shrines whenever you need to heal and refill your bottles

7 OTHER MAPS

GHOST SHIP CHART

Go to Diamond Steppe Island (2, 1) and use the Hookshot to grapple onto one of the palm trees to get on it. Go to the top and fall in the hole. Navigate the warp jar maze until you get the map.

LIGHT RING CHART



Sail to Cyclops Reef, kill all the pirates and destroy all the cannons to make a chest appear. Get on the outer wall and glide over to it from east side (change the wind too). Use the map you get to find the treasure that is very close by.

OCTOS CHART

Use Treasure Chart #26 to find the sunken chest.

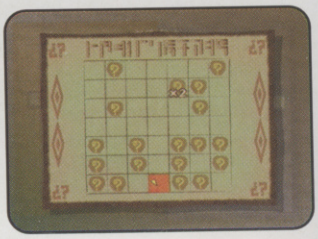
SEA HEARTS CHART

Use Treasure Chart #32 to get this from 6, 1.

SUBMARINE CHART

Boating Course 6, 1. Use the Hookshot to get on the smaller island and drop in the hole. Boomerang the three crystals in the cave mouths to reveal a chest.

SECRET CAVE CHART



Overlook Island 7, 1. Use Treasure Chart #13 to locate the sunken chest.

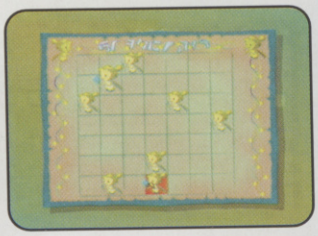
ISLAND HEARTS CHART

Flight Control Centre (7, 2). Use Treasure Chart #19 to get the sunken chest.

PLATFORM CHART

Flight Control Centre (7, 2). Go inside the sub in this square and kill everything in it.

GREAT FAIRY CHART



Four-Eye Reef (1, 6). Use Treasure Chart #41 to find the chest.

8 TRIFORCE CHARTS

#1 ISLET OF STEEL (2, 3)
Destroy all the pirate ships and cannons around the island then swim inside. Play the Wind Requiem on the blue mark to reveal the chest.

#2 PRIVATE OASIS (5, 3)
Talk to the pink-haired teacher in the schoolroom of Windfall Island and choose the top option both times. Go outside and talk to the kids. You have to find all four of them. (Check the Piece of Heart locations in Windfall to see a description of where they are.) After they reward you, talk to the teacher and get another reward. Go outside and talk to the kids. Get the Joy Pendant from the tree next to the bomb shop (roll into it). Equip it and give it to the teacher.

Give her another 20 of these (use the Hookshot to steal them from the goblin-type creatures on the platforms in the sea) and she will give you the Cabana Deed. Go to Private Oasis (5, 3) equip the deed and use it to open the door. Go inside and swing on the pole near the roof. Jump into the hole. Navigate the maze below until you reach a room with blue and red marks on the floor. Here, play the Wind Requiem on the blue mark to get the chest.

#3 BIRDS PEAK ROCK (7, 3)
Get on to the smaller island and then use your bow to target the birds in the nests on the main island (use the telescope if you find it hard to see them). After killing as many as possible, put a Hyoi Pear on your head and take control of a seagull. Fly through all the crystals in each bird's nest (avoid any remaining birds) to unlock a gate. Go through the gate and drop down. Play the Wind Requiem on the blue mark.

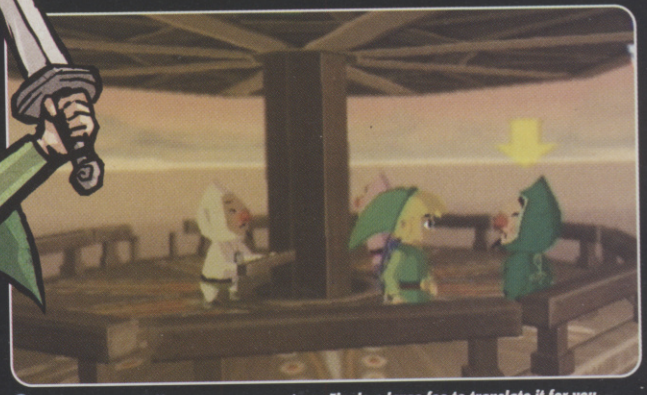
#4 DIAMOND STEPPE ISLAND (1, 2)
Retrieve the Ghost Ship Chart from the island. Open it to see the phases of the moon. Use the Song of Passing to turn night into day, and day into night, until you reach the moon cycle by the diamond shape on the Ghost Ship Chart. Sail around Diamond Steppe Island until you see a ghost ship and sail into it. Defeat all the monsters inside the ship and then open up the chest you find.

#5 NEEDLE ROCK ISLE (1, 3)
There will be three pirate ships sailing around. Sink all of them. When the last one sinks you will get a cutscene indicating that it has dropped something into the water. Sail onto the spot where the ship sank and use the Grappling Hook to search the seabed for a chest.

#6 OUTSET ISLAND
Run to the top of the hill and speak to the man with the telescope. Look to where he's looking then turn the wind in that direction and use the Deku Leaf to glide to the big stone head. Use the Power Bracelets to lift the head and drop in the hole. Now you need to fight your way through 20 rooms full of assorted monsters (there are refills every 10 rooms). Play the Wind Requiem on the blue mark in the final room to reveal a chest with the map.

#7 STONE WATCHER ISLAND (3, 3)
When you have the Power Bracelets, you can heave the stone head off the top and jump into the hole. Kill everything in the dungeon below to unlock the last room. Go inside and play the Wind Requiem on the blue mark.

#8 OVERLOOK ISLAND (7, 7)
Use the Hookshot to reach the lowest palm tree then make your way across and drop down the hole. Kill everything inside then play the Wind Requiem on the blue spot.



After you get a Triforce map, you must pay Tingle a large fee to translate it for you

9 TREASURE LOCATIONS

#1 FOREST HAVEN FORBIDDEN WOODS
Third floor. At the top of the high room with lots of tentacles (the room goes through all floors). Use the plants to get to the top, then Boomerang the chest. (200 rupees)

#2 WINDFALL ISLAND
After you rescue your sister, return to Windfall at night and enter the upper floor of the mansion. Talk to the man there (the one who used to be poor), then talk to his daughter Maggie in the same room. Show the old man a Skull Necklace(you will have picked a lot up from dead monsters on your travels) and if you have more than 20, he'll give you the chart. (Piece of Heart)

#3 FOREST HAVEN
After you get the Deku Leaf, jump over to the purple flower slightly further on. Equip the leaf and when the plant forces you up, glide to the ledge and get in the plant there. Use it and the leaf to reach a branch on the tree in the middle of the room and from there glide to a high ledge on the far side. Go outside and change the wind direction to south and glide down to the island with the chest on it. (200 rupees)

#4 ROCK SPIRE ISLE (2, 5)
You can buy it from the shop ship for 900 rupees. (Piece of Heart)

#5 WIND TEMPLE
First basement. In the room at coordinates 2, 4 on the dungeon map, use the Iron Boots to break all the tiles at the start and kill all the monsters that appear to cause a chest to become visible. (Piece of Heart)

#6 TEMPLE OF THE GODS
After getting the Master Sword and returning to the world, turn around and sail straight back into the tower. Climb the steps on the left and enter the room at the top. Go inside and use the Hero Bow to shoot the eye target. This will reveal a chest with the map. (200 rupees)

#7 WINDFALL ISLAND
Beat the battleship mini-game for a second time. (200 rupees)

#8 HORSESHOE ISLAND (1, 1)
Use the Deku Leaf to blow the brown balls into the golf holes. Jump in the hole at the top and kill all the bugs inside to reveal a chest. (200 rupees)

#9 CRESCENT MOON ISLAND (5, 7)
There's a sub floating around in this square. Go inside and kill everything to get the chest. (200 rupees)

#10 CRESCENT MOON ISLAND (5, 7)
In plain view on the island. (200 rupees)

#11 DRAGON ROOST ISLAND
After you get the Grappling Hook, use the warp jars to go back to the start of the dungeon. Go through the door in the room with the first warp jar, then go left. In the next room you can swing across to the right to get the map. (Piece of Heart)

#12 EARTH TEMPLE
First basement. Kill all the monsters in the large rectangular foggy room (get the key at the back to dispel the fog) to reveal a chest. (200 rupees)

#13 TWO-EYE REEF (4, 1)
Kill all the pirate vessels and destroy the cannons in the enclosure. Get on the wall and change the wind so that you can glide over to where the chest appears.

#14 HEADSTONE ISLAND (3, 1)
Kill all the creatures inside the sub floating to the north-west of the island to get a chest. (200 rupees)

#15 FOREST HAVEN FORBIDDEN WOODS
First basement. Rectangular room at the top of the map. Throw a bomb onto the tree stump when you're on the gondola and then jump in to find the chest. (Piece of Heart)

#16 SEVEN STAR ISLES
Look for the three high wooden platforms. Climb up and kill all the creatures to make three chests appear. One of them contains the chart. (200 rupees)

Finding all the Treasure Charts takes nearly as long as finishing the regular parts of the game

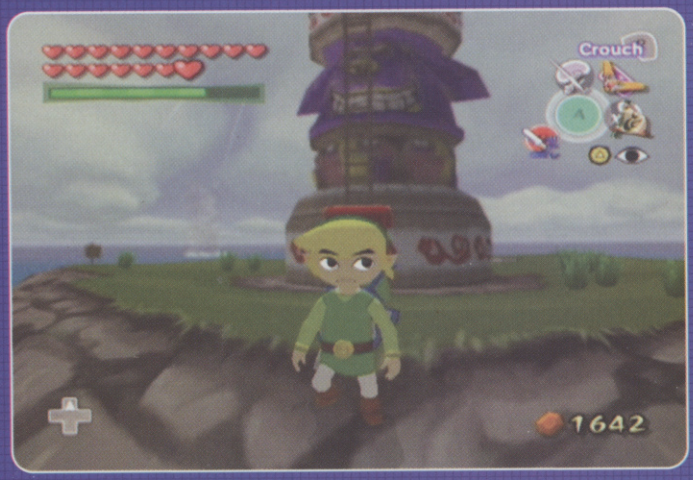
#17 SPECTACLE ISLAND (3, 6)
Come here in the daytime and beat the cannonball mini-game for a second time. (200 rupees)

#18 WINDFALL ISLAND
After you get the bottle from the thief, talk to her father who is by the docks. At night enter the rich mansion's lower floor where an auction is taking place hosted by the Eskimo. The item up for auction will be the map. (1 rupee)

#19 FOUR-EYE REEF (1, 6)
Sail into the pirates' fortress and sink both pirate ships and destroy all four cannons on the rocks. This will make a chest appear on one of the rocks. Climb onto the side where the flag is at the entrance and run round to the far point. Set the wind to north-east and then glide over to get the map. (Island Hearts Chart)

#20 EARTH TEMPLE
In the small room on the left of Basement 2. Use the light in the previous room to shine onto the sunspot on the wall to clear a path to the door. Go inside and shine a light on the coffins at the bottom. Kill the monsters inside to reveal a chest that contains the map. (Piece of Heart)

When you have them, using all the Treasure Charts to actually bag the buried loot will add a few more hours on the game



If you manage to get all the treasures, you'll be an extremely rich elf with a huge health bar

Tracking down all this loot will help pay Tingle's translation fees on the Triforce maps

#21 CYCLOPS REEF (3, 4)
Kill all the pirates and then take out the cannons to make a chest appear on the middle rock. Change the wind and glide to it from the eastern wall of the enclosure. (Light Ring Chart)

#22 NORTHERN FAIRY ISLAND (3, 7)
Near the island is a submarine. Go inside and kill the inhabitants, then swing across the lamps to the far side and enter the room to find the chest. (200 rupees)

#23 WINDFALL ISLAND
Beat the record on the battleship mini-game. (Heart Piece)

#24 WINDFALL ISLAND
After you get the windmill ride going, ride it round and jump onto the balcony. Enter the room and then crawl through the gap in between the two chests. When you get out, take a photo of the man and women in the shop before they spot you. Go outside and talk to the two women gossiping down the street, then show them the picture you just took to get the reward. (200 rupees)

#25 CLIFF PLATEAU ISLE (7, 2)
Jump in the hole on the island and then make your way across the platforms to the far side. Avoid the spikes and kill all the purple plants. The last one will turn into a booster plant so use it to reach the ledge above. Jump across and burn the wooden boards with a fire arrow. Glide over with the Deku Leaf and get the chest. (200 rupees)

#26 SIX-EYE REEF (4, 4)
Destroy the pirate ships and cannons in this area to reveal a chest. Climb the wall and glide over. (Octos Chart)

#27 PRIVATE OASIS (5, 3)
Use the Hookshot to reach the ledge behind the house where you will find a chest (you may need to have got the Cabana Deed from the teacher in Windfall first). (200 rupees)

#28 HORSESHOE ISLAND (1, 1)
Use the Deku Leaf to blow the brown balls into the golf holes to make a chest appear. Set the wind and glide over. (200 rupees)

#29 WINDFALL ISLAND
After getting the camera talk to the man in the shop and look in the gallery upstairs. Afterwards take a ride on the windmill and when it reaches the other side (from where you can hop on), jump onto a balcony with a door on it. Inside are two chests – one has the map. (200 rupees)

#30 TOWER OF THE GODS, 2F
Go through the northerly door after placing the second statue in the central room. Jump to the left platform and blow up the wall on the right. Go through and play the Wind Requiem on the first mark to awaken the statues. Kill them and open the chest that then appears. (Piece of Heart)

Make sure you've charted every square in the game by baiting the jumping fish in each section

#31 WINDFALL ISLAND
Get the Delux Picto Box and take a picture of the full moon. Show it to the lad who's sat on the steps and he will reward you with a map. (Piece of Heart)

#32 THREE-EYE REEF (1, 4)
Follow the same procedure for getting Treasure Chart #19. (Sea Hearts Map)

#33 WINDFALL ISLAND
Get the Delux Picto Box and take a colour snap of the lady near the Chu Jelly Juice Shop. Show it to her and she will give you the map.

#34 EASTERN TRIANGLE MOUNTAIN (6, 4)
Find the salvage boat and position your ship by the single diver at the back so you can talk to him. He will give you the map. (200 rupees)

#35. WIND TEMPLE
On Basement 1 in the round room in map square (3, 5). Kill the creatures inside then make your way to the top using the Hookshot and use the Iron Boots to stand on the switch. Make your way down. Whenever you see a statue head on the wall, wear the Iron Boots and Hookshot it until it falls off. Kill any more monsters that appear and a chest will materialise in the middle of the room. (200 rupees)

#36 ICE RING ISLE (5, 2)
Shoot a fire arrow into the blue frost cloud to temporarily thaw the island. Use another fire arrow on a block of ice on the shore in order to find a chest. (200 rupees)

#37 ROCK SPIRE ISLE (2, 5)
Throw bombs at the boulders (hold the bomb until it's flashing before throwing it) to clear a path to the flat part and drop in the hole. Light the torches and kill all the creatures to reveal the chest. (200 rupees)

#38 WINDFALL ISLAND
After you get #18, this map will be the third item up for auction. (Piece of Heart)

#39 DRAGON ROOST ISLAND
In the dungeon. After you have activated the second warp jar, cross the rope bridge to the next room. Kill all the creatures in here and smash all the pots. Use a wooden staff to light the torches to reveal a chest. (200 rupees)

#40 SOUTHERN FAIRY ISLE
There are three wooden pirate platforms. Destroy the cannons on the undersides of all of them to make some chests appear on one of them. Climb up, set the wind and glide over. (200 rupees).

#41 FIVE-EYE REEF (2, 2)
Destroy all the cannons to make a chest appear. Set the wind and glide over from the wall that you first get on to. Land on closest rock before resetting the wind to reach the middle rock. (Great Fairy Chart)

Open a Chart and on your main map try to match up the shapes to find the correct location

When you get a good match, set sail. You will see a beam of light marking the spot

The light marking the spot fades so find your exact location in relation to the treasure on the chart. Use the Grapple Hook when you hear the tingling

REVIEWS

THIS MONTH

What's that song? Something about the sun is up, the sky is blue, but it's raining in my heart?

Well whatever, that's sort of what it's been like on CVG this month. But instead of rain, it's been human blood and unspeakably evil demon spittle pouring down on us.

We've been playing Silent Hill 3 literally to death. It's not often we can be tempted away from eyeing the lovelies in the park during a freakish sunny spell by a game, so it's to Silent Hill's dark credit that we're missing out on all the frisky spring time action. Girlfriends are for losers, right guys? Guys!?

LEE

PS2 Silent Hill 3 74
GBA Castlevania: Aria Of Sorrow 78
GBA Wario Ware 80
PC CSI: Crime Scene Investigation 81
XB Tao Feng: Fist Of The Lotus 82
PS2 Dancing Stage Megamix 84
PC Postal 2.....86
PS2 Rygar 86
XB Outlaw Golf.....87
PS2 GC XB NBA Street 2 87
PC Devastation 87
PS2 GC XB PC X-2: Wolverine's Revenge 88
GC Skies Of Arcadia Legends 90
XB MotoGP 2 90
GBA Splinter Cell.....91
PS2 Midnight Club II.....92
GBA GT Advance 3 Pro Concept Racing 94
PS2 Armored Core 3 94
PC Dino Crisis 2 95
PC Breath Of Fire IV 95
GC Lost Kingdoms II 96
XB Godzilla: Destroy All Monsters Melee.....97
PS Big Strike Bowling 97
GBA Wing Commander: Prophecy.....98
XB BloodRayne 98
GC Resident Evil 2 99
GC Resident Evil 3 99

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons
Editor

WHAT THE SCORES MEAN

1	Why, God, why?
2	Stinks. Never play this
3	A waste of your money
4	Maybe rent, never buy
5	Very average
6	Fairly solid but nowt special
7	Tasty
8	Quality game. Consider buying it
9	Class on a disc
10	An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. Worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

MULTI-FORMAT REVIEWS

Own more than one console and want to know what version of a game is best? Well, CVG's new Format Face-Off box scores each platform according to Visuals, Gameplay, Controller and Cost, with an average giving you a Winner or a Draw, marked in red.

Since games don't always release at the same time, you only get the Format Face-Off when we've rated two or more versions. And where formats are radically different we'll do separate reviews.

CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW – THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS IN QUESTION.

AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW – IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.

EACH ISSUE WE'LL UPDATE OUR LISTS TO INCLUDE ANY NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | > NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GTA VICE CITY
D ROCKSTAR | P TAKE 2 | £ 39.99 | I 254 | NP 1
Another violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2: SUBSTANCE
D KONAMI | P KONAMI | £ 39.99 | I 257 | NP 1
Xbox's stealth rival Splinter Cell, now also on PS2, may be fresher, but the original MGS2: Sons Of Liberty was seminal.

TONY HAWK'S PS4
D NEVERSOFT | P ACTIVISION | £ 39.99 | I 254 | NP 1-4 (ONLINE)
More exciting and satisfying but not as ground-breaking as earlier incarnations. But still the best extreme sports game out there on any format

PES 2
D KONAMI | P KONAMI | £ 39.99 | I 253 | NP 8
The most accurate footie game around while remaining fun. Like its predecessor, PES2 rewards the time you invest

TIMESPLITTERS 2
D FREE RADICAL | P EIDOS | £ 44.99 | I 252 | NP 16
PS2's finest first-person shooter yet. Fast, furious and fantastic-looking; answers critics of the original with a double-barrel in the face

XBOX

SPLINTER CELL
D UBI SOFT | P UBI SOFT | £ 44.99 | I 254 | NP 1
Tense, realistic and the best stealth game to date. Move over Snake, Sam's the man

PANZER DRAGOON ORTA
D SMILEBIT | P INFOGRAMES | £ 39.99 | I 258 | NP 1
Mental 3D shooter that's great looking, frenetic and fresh. Tough enough to hide that it's a bit short, though the fantasy theme won't appeal to all

METAL GEAR SOLID 2: SUBSTANCE
D KONAMI | P KONAMI | £ 39.99 | I 257 | NP 1
Xbox finally gets year-old PS2 exclusive Sons Of Liberty, the Substance boiling down to a bunch of extras

HALO
D BUNGIE | P MICROSOFT | £ 44.99 | I 242 | NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 4
D NEVERSOFT | P ACTIVISION | £ 39.99 | I 254 | NP 8 (OFFLINE ONLY)
Much like the PS2 version, only with a slightly cack controller making tricking tougher, and NO online play. Still, they doubled the offline multiplayer count...

GAME BOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO | P NINTENDO | £ 29.99 | I 244 | NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE | P NINTENDO | £ 29.99 | I 240 | NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO | P NINTENDO | £ 29.99 | I 239 | NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO | P NINTENDO | £ 29.99 | I 244 | NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

THE LEGEND OF ZELDA A LINK TO THE PAST
D NINTENDO/CAPCOM | P NINTENDO | £ 29.99 | I 258 | NP 4
A port of a decade-old SNES title and one of the finest adventure games ever. Includes the glorious new Four Swords multiplayer game

GAMECUBE

METROID PRIME
D RETRO STUDIOS | P NINTENDO | £ 39.99 | I 258 | NP 1
Cube's answer to Halo. Sci-fi thriller packed with surprises, puzzles and gripping action from start to finish

RESIDENT EVIL
D CAPCOM | P CAPCOM | £ 39.99 | I 250 | NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

ZELDA: THE WIND WAKER
D NINTENDO | P NINTENDO | £ 39.99 | I 259 | NP 1
Faultless presentation, a mammoth quest to immerse yourself in and a story that doesn't just pull at your heart strings, it yanks and never lets go! Genius

SUPER MARIO SUNSHINE
D NINTENDO | P NINTENDO | £ 39.99 | I 251/2 | NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LAB. | P NINTENDO | £ 39.99 | I 247 | NP 4
A slick yet painfully fast brawlfest or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 | P EA | £ 29.99 | I 243 | NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CHAMPIONSHIP MANAGER 4
D SPORTS INT. | P EIDOS INT. | £ 34.99 | NP 1-16
Statistically the most comprehensive, detailed and up-to-date football management game we've seen.

OPERATION FLASHPOINT
D BOHEMIA | P CODEMASTERS | £ 29.99 (GOLD EDITION) | I 236 | NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

NOLF 2
D MONOLITH | P VU GAMES | £ 34.99 | I 254 | NP 4
In a situation reversal worthy of any spy movie, Cate Archer's second adventure is everything the rubbish original wasn't.

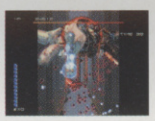
HALF-LIFE
D VALVE | P VIVENDI | I 206 | £ 9.99 | B | NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

This month: Bitmap Brother Ed Bartlett on the games that have fuelled his love of playing since first picking up a joypad

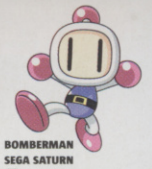
HALO
XBOX
D BUNGEE
"With the lights off, 5.1 sound cranked up and widescreen on, it was one of the most immersive, seamless game environments I've ever experienced"

ZELDA: OCARINA OF TIME
N64
D NINTENDO
"The pinnacle of the Zelda series of games... managed to be utterly epic in scale while keeping you captivated throughout. Several of my friends who are non-gamers borrowed it"



IKARUGA
DC/GC
D TREASURE
"This takes all of Treasure's considerable experience with scrolling shooters and produces one of the most intense gaming experiences money can buy"

COLIN MCRAE RALLY 3
XBOX/PS2
D CODEMASTERS
"GT3 and Project Gotham come close, but for sheer playability and feel, CM3 takes some beating. Shame they dropped a lot of features from the earlier titles, however"



BOMBERMAN
SEGA SATURN
D HUDSON
"The daddy of all party games, and the only version to feature a widescreen 10-player mode. This game provides a percentage of CEX's Saturn joypad sales"

BEST IMPORT

SOULCALIBUR II
D NAMCO
P NINTENDO
£ 60 UK RELEASE: AUGUST NP: 2
Weapon-packed fighting sequel that's faster than Paula Radcliffe, just not quite as girlie. The Cube version stars Link as a combo-boasting killer elf! Get in!

CVG EXPERT REVIEWERS

Swords ever ready, this lot wrote this month's reviews

FAVOURITE SOULCALIBUR CHARACTER								
WHO ARE YOU?	LEE SKITTRELL REVIEWS EDITOR	MIKE COOPER NEWS EDITOR	PAUL DAVIES CONTRIBUTING EDITOR	DAVE MCCOMB RACING EXPERT	MAURA SUTTON ROLE-PLAYER EXPERT	STEVE O'HAGAN ADVENTURE EXPERT	MATT WALES DANCING EXPERT!	PAUL ANGLIN BEAT 'EM UP EXPERT
PLAYING FOR PLEASURE?	■ Zelda: The Wind Waker ■ Pokémon Ruby ■ CSI: Crime Scene Investigation	■ Zelda: The Wind Waker ■ Zelda: Ocarina Of Time ■ Zelda: A Link To The Past	■ Soulcalibur II ■ Winning Eleven 6: Final Evolution ■ Virtua Fighter 4: Evolution	■ Zelda: The Wind Waker ■ Pokémon Sapphire ■ Phantasy Star Online: Episodes I & II	■ Primal ■ Zelda: The Wind Waker ■ Pokémon Sapphire	■ Tenchu 3: Wrath Of Heaven ■ Metroid Prime ■ Monkey Ball 2	■ Lost Kingdoms 2 ■ Metroid Prime ■ Zelda: A Link To The Past	■ Soulcalibur II ■ Primal ■ Grand Theft Auto 3
"MY ULTIMATE ONLINE CONSOLE GAME WOULD BE..."	*"...Dancing Stage, because it would be the agoraphobe's dream – like going clubbing without ever leaving the house"*	*"...Virtua Fighter 5, because I could prove to the world and Paul 'girlie punch' Davies that I am the finest fighting machine on the planet!"*	*"...a version of VF4 for Xbox, because VF.Net is the coolest idea ever, and it would be perfect for Xbox Live!"*	*"...Pokémon, because I could kick everyone's ass and become the undisputed Pokémon Master of the civilised world"*	*"...an Everquest-style RPG set in the Buffy universe, because it would keep the spirit of the show alive worldwide even after it has finished on TV"*	*"...a massively multiplayer Monkey Ball RPG!"*	*"...Super Monkey Ball: World cos launching six billion monkeys into the air at once would make one hell of a competitive game of Monkey Target"*	*"...A version of Pro Evo 2 that lets me yell at the incompetent ref when he awards a dubious injury time penalty to Brazil in the final"*

SILENT HILL® 3

This place will **loosen your bowels** quicker than a **colonic irrigation**

GAME INFO BOX

NUMBER OF PLAYERS: **1**

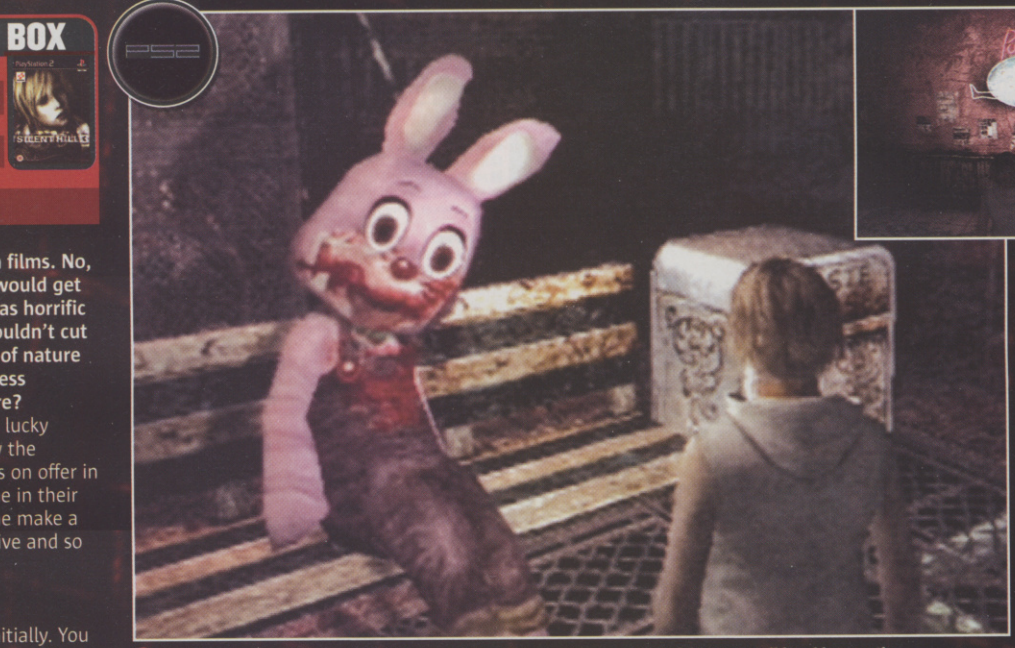
COST: **£39.99**

PUBLISHER: **KONAMI**

OUT: **MAY 23**

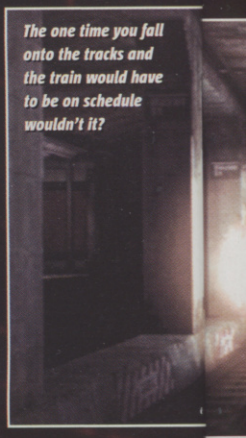
DEVELOPER: **KCET**

URL: **WWW.KONAMI-EUROPE.COM**



Would you buy that for your kids? It's enough to give a man bunny-related nightmares well into his seventies

Reach Silent Hill, and you'll find some familiar locations



The one time you fall onto the tracks and the train would have to be on schedule wouldn't it?

Games are better than films. No, they are. What film would get away with showing sights as horrific as these? Which censor wouldn't cut the grotesque perversions of nature shown here? The remorseless violence, the deluge of gore?

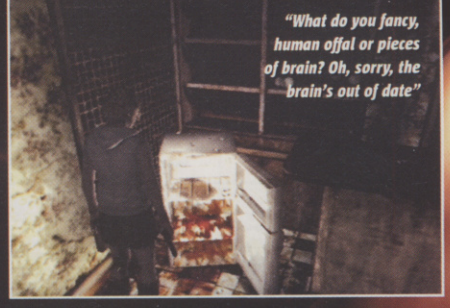
Yes, you can thank your lucky PlayStation 2 you can enjoy the deliciously disgusting sights on offer in Silent Hill 3, because no one in their right mind would let anyone make a film so depraved, so repulsive and so utterly insane.

FUN OF THE FAIR

The game is a nightmare initially. You are Heather, a pretty young small-town American girl, and you find yourself in a horribly desolate amusement park with no explanation. It's dark. Everything is rusting and covered in grime. Or is it blood? You are armed – a knife, a pistol, even a sub machine gun. White noise hisses in the background.

Mutilated soft toy bunny rabbits lie discarded everywhere. Suddenly, creatures plucked from the head of a madman lunge at you from the shadows. You fight, you run, it feels never-ending.

But just as you think you're going to die, you wake up in a family burger joint. It was a dream. This is a Silent Hill game, after all – a particularly

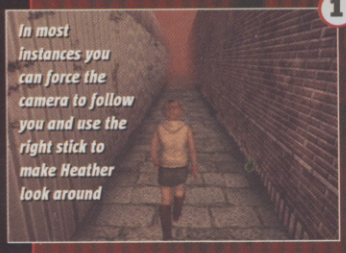


"What do you fancy, human offal or pieces of brain? Oh, sorry, the brain's out of date"

FRIGHT ANGLES

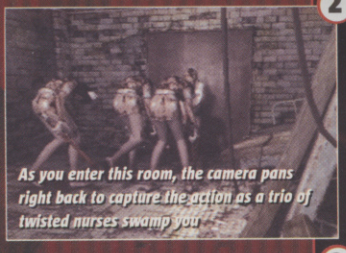
It's something of an irony that Silent Hill's content is far too hardcore to be included in any film, because in the unsettling camera angles the game uses to turn your trousers into a sewer, you feel like you're watching the work of an Oscar-winning horror director.

1



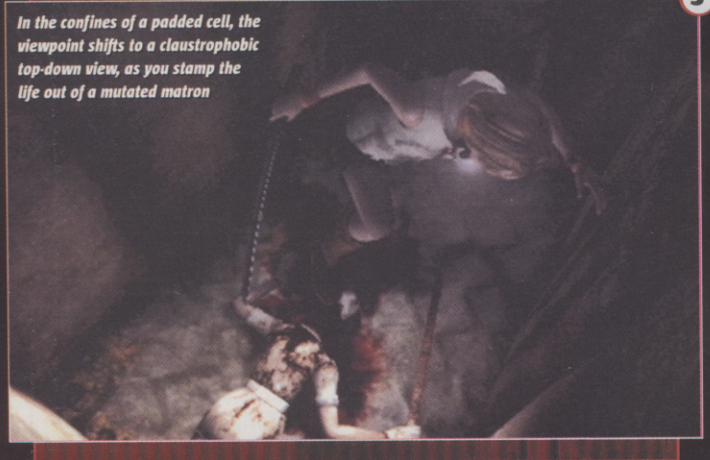
In most instances you can force the camera to follow you and use the right stick to make Heather look around

2



As you enter this room, the camera pans right back to capture the action as a trio of twisted nurses swamp you

3



In the confines of a padded cell, the viewpoint shifts to a claustrophobic top-down view, as you stamp the life out of a mutated matron

VIEW FROM THE HILL

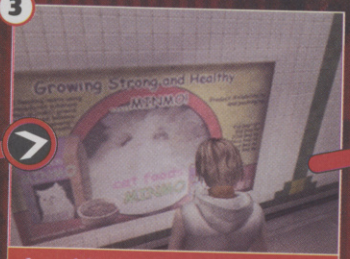
Silent Hill 3 is a shockingly good-looking affair. Light glints off metal, Heather's boots leave bloody footprints, and you can practically run your fingers down those walls and feel the grime. There are too many little visual touches to highlight them all, but here's a bunch of them.

1

What light there is in the dark world of Silent Hill casts seriously spooky shadows

2

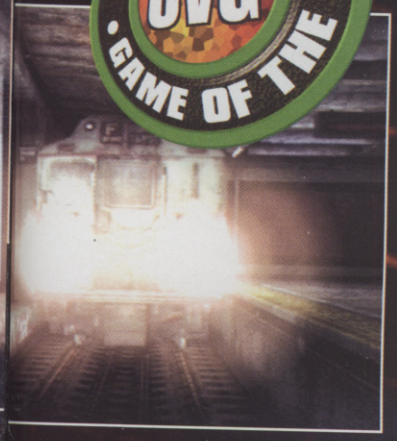
Heather's pocket lamp looks awesome with its lens flare and the shadows it casts

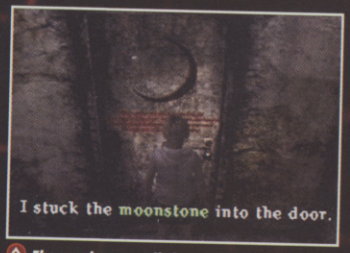
3


Some of the posters and pictures are so detailed you can almost read the small print

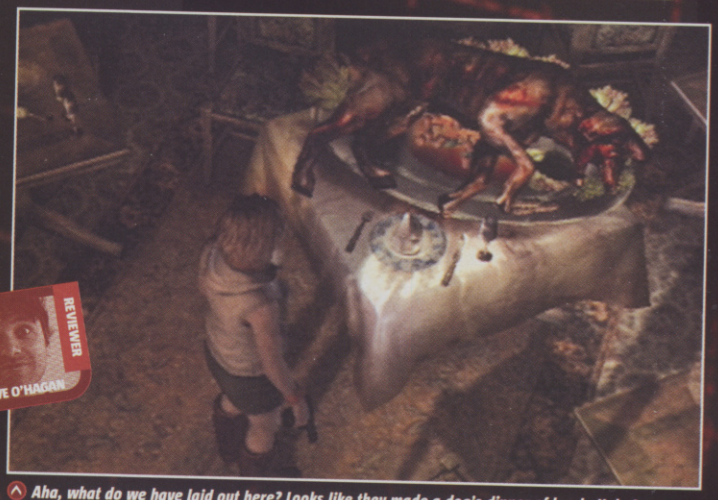
4

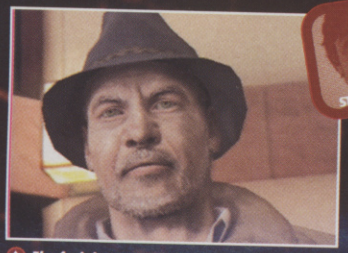
In the more run-down areas, there's tons of graffiti that makes it feel more real

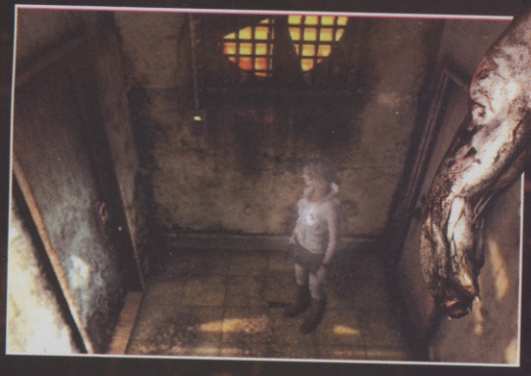




The puzzles are a little too obvious for our liking. There are clues, and there are clues...


Aha, what do we have laid out here? Looks like they made a dog's dinner of lunch. Hoho!


The facial expressions and animations in the cutscenes are absolutely fantastic


Silent Hill 3 is full of brilliantly atmospheric lighting effects

devilish strain of survival horror where your mind is as much in danger of being lost as your life. And if you thought the beginning was disorientating and unnerving, get used to it. There's worse to come.

FAMILIAR FEAR

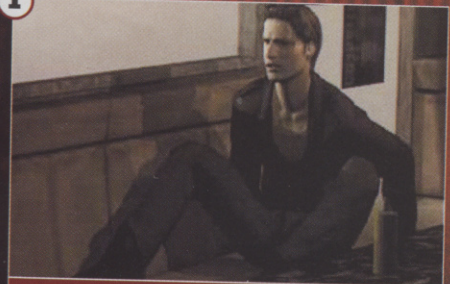
You help Heather to her feet. The classic survival horror controls feel familiar immediately. The left stick moves you about, R2 takes aim, L2 lets you look around with the right stick, and the top shoulder buttons strafe right and left. It's never been the most flexible of systems, but at least most of us feel right at home with it by now.

Leaving the burger shop, you enter a shopping mall. It's clear this is not the remote tourist resort of Silent Hill we've visited in earlier games. You'll return there later.

For now, a strange man approaches you, asking questions. He's a bit weird so you give him the slip outside. But when you get back in the mall again, things have changed, for the worse. Windows are boarded up. All manner of filth and crap is

THREE HILLS, A MOUNTAIN OF FEAR

The '3' in the game name isn't there for nothing. Yes, there have been two other instalments of the garter-grottying series before this – one on PSone and one on PS2, Xbox and PC.

1

The beginnings of it all on PSone – they had to change parts before it was released cos it was so disgusting!

2

Some said SH 2 on PS2 was slow; others thought it was just about the most terrifying survival horror game ever

3

Xbox and PC got a snazzed-up version of SH2 called Inner Fears – it looked sharper and had a short extra chapter

splattered on the walls and floors. All of which you could deal with if it weren't for those mummified dogs with their heads split in two and those jabbering, fleshy monstrosities trying to add your juices to the existing glutinous mess.

But deal with them you do – at first with a knife, then a pistol and finally with a whole array of weapons, including a shotgun, a samurai sword, a sub machine gun, and a huge great medieval-style spiked club. Combat is simple enough, and the techniques for success are basic – use the sword if there are multiple enemies swarming at you, don't waste any ammo, circle round the slower creatures as you fire.

LAND OF ROPE AND GORY

Your other main enemies, aside from the diabolical horde and the possibility of going clean out of your mind, are the game's regular puzzles. But they are not much opposition. You find the crucial items in more or less the right order, meaning the only possible use for that rope you just found is to descend the lift shaft, or the obvious use for the baker's tongs is to pluck the key from under the crate. It's a little undemanding for the survival horror veteran.

Apart from the occasional puzzle item, ammo pick-up or health pack, the environments feel a little devoid of interaction, too. As great as they look, you can't break lights, push chairs or pick up useless junk.

What's more, as the game progresses, many of the locations you visit are taken from the second SH game. While not spoiling things in any major way, we do think this is a little on the cheap side.

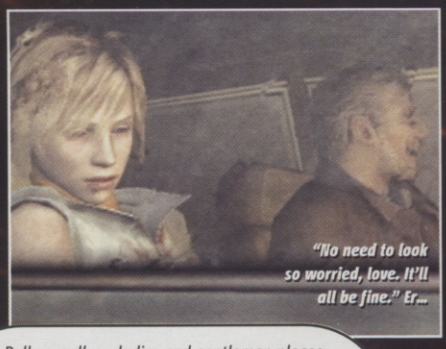
We stood here for literally 45 minutes admiring this work of art. Just look at the vigorous brush strokes

Oh crikey, what's she spotted now? The mind doth truly boggle at the thought

Well, at least that's a comforting little sentiment for you to be mulling over...

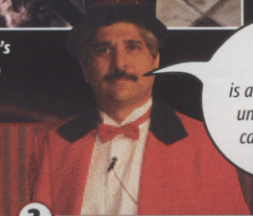
You'll feel a bit misty-eyed when you finally get back to Silent Hill itself

The contents of the butcher's window is ready to trip you up



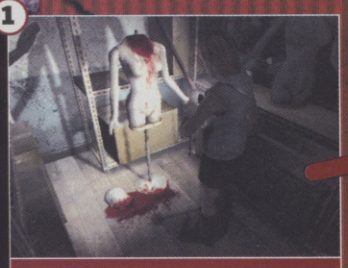
"No need to look so worried, love. It'll all be fine." Er...

LITTLE SHOP OF HORRORS



Roll up, roll up, ladies and gentlemen please. What we have here for your worthy delectation is a selection of the nastiest, most despicable and most unnatural of all the sights that the town of Silent Hill can offer. Pay your money and gaze upon that which should not have been...

1



Mannequins are creepy anyway! Friends, we give you the Bleeding Dummy!

2

If you can't quite make out what this foulness is, then count yourself lucky

3

The corpses of the damned are strung up in a cupboard as if a warning to others

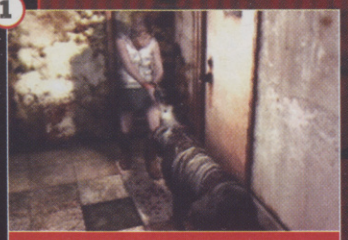
4

Giblets of gore surrounded by blurred photos. It'll be in Tate Modern before long

WHAT THE HELL IS THAT?

Since there's absolutely no explanation or name for any of the abominations you meet in Silent Hill 3, we've thought long and hard to come up with a guess at just what the hell these damn things are.

1

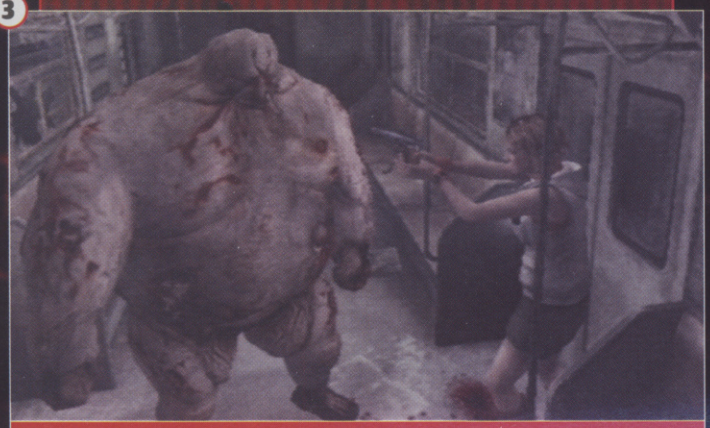


SLASH PUPPIES: The manifestation of Heather's nightmare in which the Andrex Puppy is horribly asphyxiated in a tangle of bog roll

2

KEBAB ARMS: With limbs like raw drums of donner meat, they want to bludgeon you to a pulp and make chilli sauce from your arteries

3



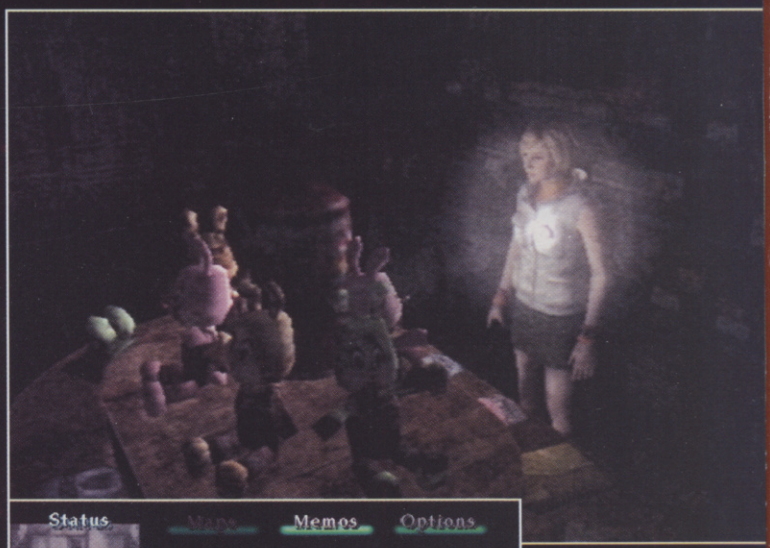
JIMMY FEAR BELLIES: After a lifetime of downing pints of Devil's Home Brew, these beer monsters are bloated bags of bile. Slash 'em up and they deflate like a balloon full of fart gas

4

SNUFFLE PIGS: Crawling on their bellies like worms, these grunting, snorting, biting piglet boys wear stained pants if you look closely

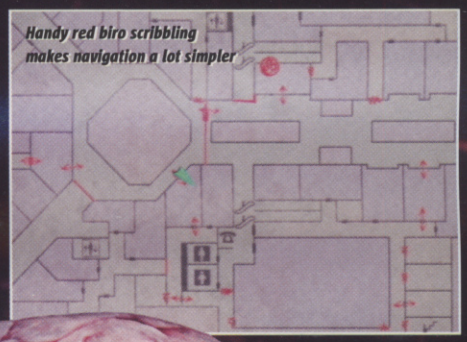
5

DORK STALKS: We've heard of one-eyed trouser snakes, but this is ridiculous! We'd rather not speculate as to what they are



The locations are packed with detail, and the way your pocket lamp illuminates them is awesome

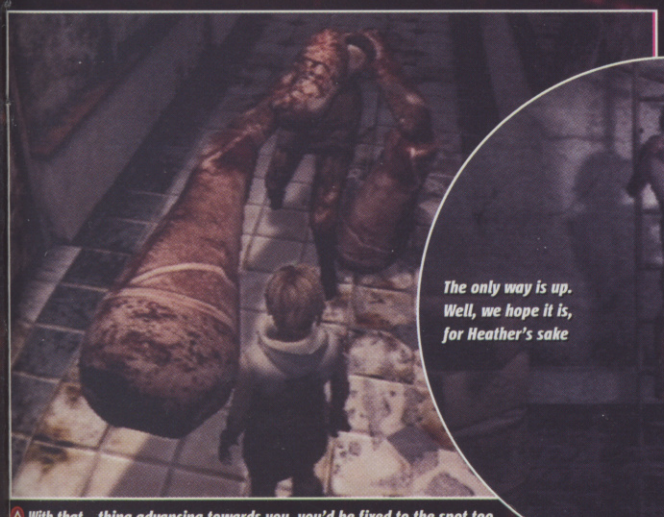
The inventory screen is organised just like in previous versions so navigation is easy for the initiated



Handy red biro scribbling makes navigation a lot simpler

But as you shuffle round the lonely rooms and corridors, the nagging desire to work out exactly what the hell is going on here drives you on. Who is that detective guy? Who, for that matter, is Heather herself? And what's happened to her dad? The unrelenting, oppressive atmosphere and the superbly animated cutscenes don't give you much option but to get sucked into the twisted tale unfolding before your eyes, no matter how baffling it becomes.

From the bizarre beginning in the mall, through the subway and the sewers, and finally back to the misty streets and tenements of Silent Hill itself – despite the unsophisticated combat, the less-than-challenging puzzles, and the overall similarities to the previous games, you'll want to keep going to the end. Which in our book, is the hallmark of a good game.



The only way is up. Well, we hope it is, for Heather's sake

With that... thing advancing towards you, you'd be fixed to the spot too

VERDICT

The Silent Hill we love to loathe. Looks great, hums with terror and probably shouldn't have been allowed. But it's not doing much new. **Steve**

GOOD VS BAD

- Beautifully horrible
- Incredible atmosphere
- Grotesque monsters

- Puny puzzles
- Not much interaction with the environments

8

OUT OF TEN

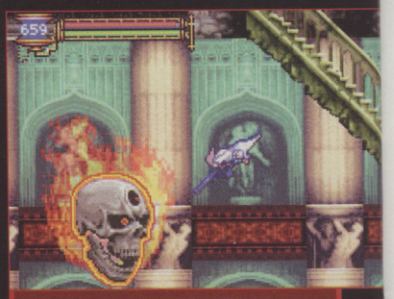
IF YOU LIKE THIS TRY THESE...
- Fatal Frame (PS2)
- Resident Evil: Zero (GC)

Castlevania® Aria of Sorrow™

GAME BOY ADVANCE

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KONAMI
URL: WWW.KONAMI.COM



Kun ere ya gruddy gankire killah! An ganna gite ya gruddy ead ogh! Kuk kuk...

We like stuff we can rely on, and the Castlevania GBA series hasn't let us down yet. Thankfully, it doesn't seem to be letting up either. There have been some radical (for Castlevania) changes this time around, so stay alert.

First up, the new hero isn't a member of the Belmont family. It's a guy called Soma Cruz who – wait for it – doesn't use a whip! That's two of the series' most famous associations wiped out in one fell swoop. Talk about brushing away the cobwebs!

To explain this all away, the new adventure is set in the year 2035. Dracula, who in case you don't know is always the target in Castlevania, has been banished long enough for the Belmonts to forget about him and move on. Little do they know the Prince of Darkness is about to become a threat once more, by trying to break out from the confines of his prison – the mystic confines of a Solar Eclipse.

Some of the new weapons are kind of futuristic. This being 2035 and all that

Ha haaa! I've got one of those too, and look... I'm better at this than you!

Rewritten rules revive **Dracula** another time

REVIEWER

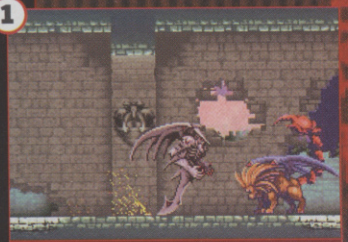
PAUL DAVIES

SOUL TRADER

Here is where all the excitement lies. Souls of defeated ghouls can be absorbed to endow Soma with spectacular powers. Some are essential – like the flying armour stolen from Little Devils. Others are just a laugh, such as the gigantic rotating axe.

With over 100 to find, though, Konami has included a trading option, allowing you to exchange soul powers with your mate via link cable. So you can divvy up the hunt for the coolest upgrades.

1

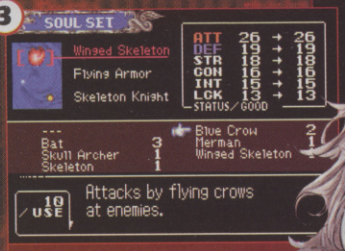


Some of the Soul powers are just bloody incredible, such as this demon-blade thang

2

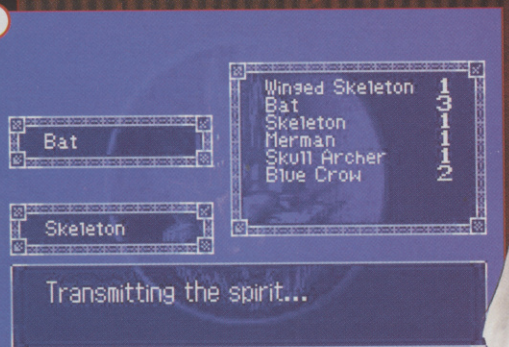
Some enemies you'll recognise from past adventures, but most are completely new

3



Choose your soul power from an increasing inventory of superpowers

4

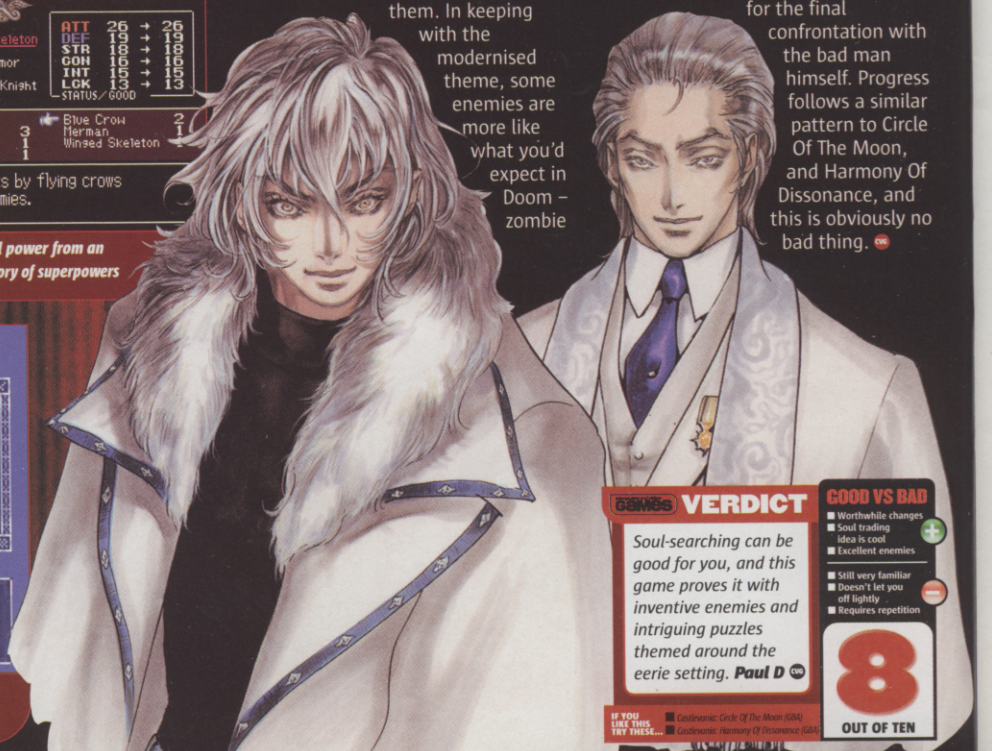


Trade all of your best souls for those collected by a mate via the Game Boy Link Cable. It's a very cool feature!

WELCOME HOME

It's during an Eclipse that Soma and his girlfriend Mina are transported to the shrivelled one's castle o' doom. This being Dracula's castle, and in the interests of game variation, you find that things aren't quite how you left them. In keeping with the modernised theme, some enemies are more like what you'd expect in Doom – zombie soldiers, for example, who must have been trapped here during the last Earth vs Drac War.

However, the routine is familiar enough: explore every nook and cranny, find every hidden room, battling monsters to gain strength for the final confrontation with the bad man himself. Progress follows a similar pattern to Circle Of The Moon, and Harmony Of Dissonance, and this is obviously no bad thing.



CVG VERDICT

Soul-searching can be good for you, and this game proves it with inventive enemies and intriguing puzzles themed around the eerie setting. **Paul D**

GOOD VS BAD

- Worthwhile changes
- Soul trading idea is cool
- Excellent enemies
- Still very familiar
- Doesn't let you off lightly
- Requires repetition

8 OUT OF TEN

IF YOU LIKE THIS, TRY THESE... Castlevania: Circle Of The Moon (GBA), Castlevania: Harmony Of Dissonance (GBA)

HE STOLE THE MONEY... AND HE'S NOT GIVING IT BACK.
A JERRY BRUCKHEIMER PRODUCTION
KANGAROO JACK
PG CONTAINS MILD LANGUAGE AND VIOLENCE
CASTLE ROCK ENTERTAINMENT PRESENTS A JERRY BRUCKHEIMER PRODUCTION A DAVID McNALLY FILM "KANGAROO JACK" JERRY O'CONNELL ANTHONY ANDERSON ESTELLA WARREN
MICHAEL SHANNON AND CHRISTOPHER WALKEN MUSIC BY TREVOR RABIN EDITORS JOHN MURRAY AND WILLIAM GOLDENBERG, A.C.E. PRODUCTION DESIGNER GEORGE LIDDLE DIRECTOR OF PHOTOGRAPHY PETER MENZIES, JR., A.C.S.
EXECUTIVE PRODUCERS MIKE STENSON CHAD OMAN BARRY WALDMAN ANDREW MASON STORY BY STEVE BING & BARRY O'BRIEN SCREENPLAY BY STEVE BING & SCOTT ROSENBERG PRODUCED BY JERRY BRUCKHEIMER
Soundtrack Album On Hip-O Records/UMG Soundtracks
CASTLE ROCK ENTERTAINMENT
JERRY BRUCKHEIMER FILMS
Scotts Atlantic
www.castle-rock.com AOL Keyword: Kangaroo Jack www.kangaroojack.co.uk
DOLBY DIGITAL
DIRECTED BY DAVID McNALLY
WARNER BROS. PICTURES
IN CINEMAS MAY 16

Wario Ware, Inc.

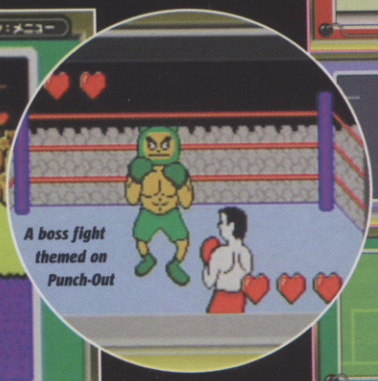
MEGA MICROGAME$!

Making mini-games cool

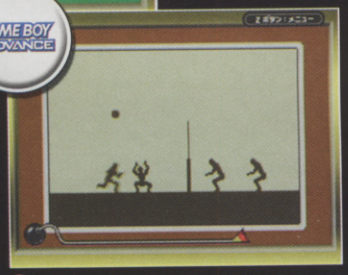
GAME INFO BOX

NUMBER OF PLAYERS: 2
COST: £39.99
PUBLISHER: NINTENDO
OUT: TBC
DEVELOPER: NINTENDO
URL: WWW.NINTENDO.COM/GAMES/GAMEPAGE/GAMEPAGE_MAIN.JSP?GAMEID=1643

It's not what you think – honestly!



GAME BOY ADVANCE



Even the mini-games that look complex require simply a single button press

Japanese game studios are known for their quirkiness, but Wario Ware takes the left field to new territory. Bring together a bunch of mini-games on a cart and you'd have a lame excuse for a game. Add a touch of Nintendo magic, though, and you've struck gold.

In a totally mad concept, you play each mini-game for a few seconds before being forced onto the next one. Survive a series of such tiny contests and you get to face a lengthier 'boss' mini-game.

The games themselves are full of variety. Shooting basketballs, guarding footie goalposts, sticking a finger up a nose, a text-based role-player battle – the list goes on and on, numbering at least 200. Nintendo has also included games themed on old titles like Mario, Zelda and Punch-Out!

SIMPLIFY ME

All the mini-games have one thing in common: simplicity – from simple graphics to controls requiring just a single button. Simple doesn't mean easy, though. For even more of a challenge, the games you encounter in the story mode can be attempted in a marathon mode where you play the same game only under a steeply rising difficulty curve.

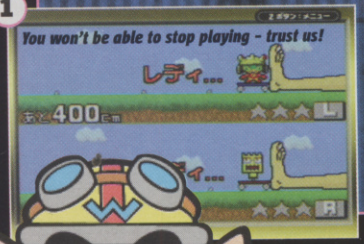
It all adds up to an intense, unique experience that's implemented to near perfection. Wario Ware is also guaranteed to induce side-splitting laughter, as you witness the antics of the mini-games and the lengthy cinemas before and after levels.

Nintendo put its imagination into overdrive for this one, and the result is a game that everyone must try, even if it makes your brain leak out of your ears with its weirdness.

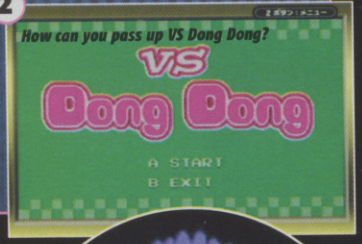
TWO-PLAYER TWIST

Wario Ware includes a few unlockable two-player mini-games, playable through a single GBA with each player using a single shoulder trigger. Prepare to crack up in public places.

1



2



Make the DJ a happy chap by clearing some mini-games

VERDICT

There's no question that it's odd, but it's also unique, intense and totally off the wall. Nintendo redefines the playfield again. **Anoop**

GOOD VS BAD

- Intense gameplay
- Plenty of variety
- You will laugh. A lot

- Really, really weird
- Rubbish visuals
- Will make you giggle in public

9 OUT OF TEN

IF YOU LIKE THIS TRY THESE...
- Mario Party 4 (GC)
- Game & Watch Gallery (GBA)

CSI:

CRIME SCENE INVESTIGATION

Use your **brains**, not your **gun**

PC CD ROM

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£19.99**
PUBLISHER: **UBI SOFT**
OUT: **NOW**
DEVELOPER: **369 INTERACTIVE**
URL: WWW.UBI.COM

Telly programmes like CSI enable the viewer to experience the fascinating nature of forensic science – without actually having to poke around a rotting corpse or spend hours questioning some psycho.

The first game to be based on the TV show attempts to take that experience one step further, giving you the chance to actually gather the clues yourself, do the lab work and piece together the various technical strands until you have enough evidence to charge a suspect. It's the sort of game that makes you feel very clever indeed.

LITTLE GREY CELLS

The game captures the spirit of the show impressively. There are the same sort of flashy cutaways to the Vegas skyline, occasional unsettling reconstructions of foul deeds and voice acting provided by the CSI stars. Like in the show, you get to see how a simple scraping of paint at a murder scene can lead to the capture of a killer.

The interface is incredibly intuitive to use, with a task bar enabling you to switch instantly between different locations as well as keep track of all your documents and evidence. You'll quickly become engrossed in visiting crime scenes and using your brushes and strange whirring tools to collect trace evidence, scurrying back to Greg in the lab to see what it all means.

The only downside is that just as you start to get really hooked by the process, the game ends. With just five cases to crack, you'll probably finish it in a day or two.

VERDICT

Perfectly captures the TV series' technicality and analysis. Not for everyone, but gives you a good insight into the forensic process. **Maura**

GOOD VS BAD

- Stars provide voices
- You'll feel clever
- Authentic criminalist tools

- Too short
- Some gory scenes
- Not enough deduction required

7 OUT OF TEN

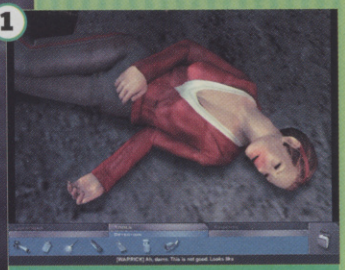
IF YOU LIKE THIS TRY THESE... Post Mortem (PC), Syberia (PC)

Life as a criminalist isn't all glamour, snappy dialogue and doughnuts. There's actually some hard graft involved and the game focuses on this aspect, encouraging you to use your powers of observation to spot vital clues. Of course, the fact that evidence is highlighted by a glowing green cursor helps a great deal.

GATHERING EVIDENCE STEP BY STEP

REVIEWER MAURA SUTTON

1



When you arrive at the crime scene scroll around the room to look for clues. The dead-looking girl is a pretty big one

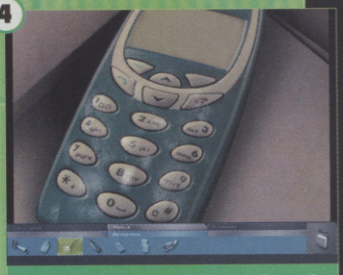
2

You could even try questioning some witnesses. This guy looks pretty shifty – time to find out if he knows anything

3

When your cursor starts to glow green, click to investigate further

4

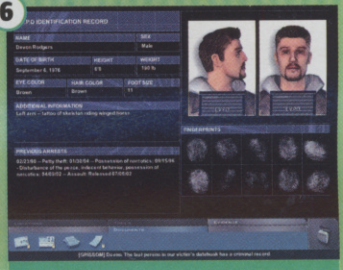


Use your brush to dust for fingerprints and watch as they magically appear

5

Take your findings back to the lab and run them through the computer

6

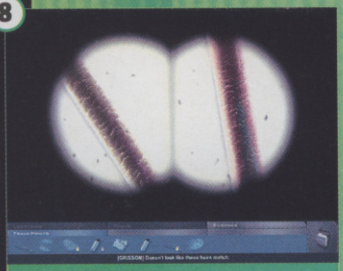


If the prints match, you get to view the 'jacket' of a possible suspect

7

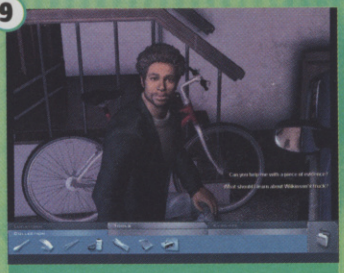
If you have DNA evidence, Greg will analyse it for you, with added sarcasm

8



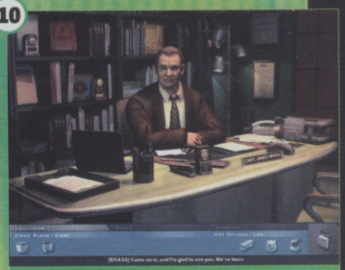
Hair samples can be taken from the crime scene and compared with those of suspects

9



You can ask your colleagues for help, but points will be deducted from your final score

10



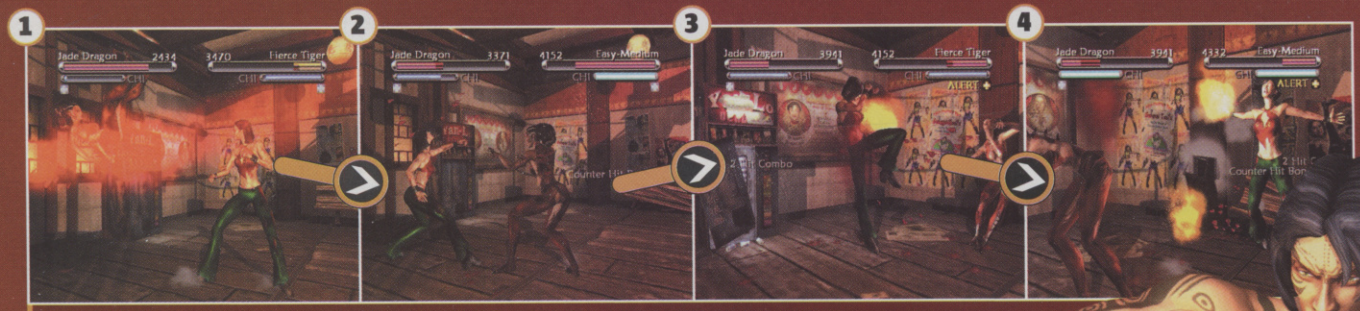
Once you have enough evidence, you can ask the police to arrest your suspect

11

All your good work has led to the moment of truth for your prime suspect

12

Case complete: you get your final evaluation from Grissom



Check out the bench and the vending machine. They were both in fine working order before these fighters showed up

TAO FENG
FIST OF THE LOTUS

The co-creator of **Mortal Kombat** raises the **stakes**

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **MICROSOFT**
OUT: **MAY 9**
DEVELOPER: **STUDIO GIGANTE**
URL: WWW.XBOX/TAOFENG

What the Xbox badly needs is a world-class fighting game if it's to steal an advance on PlayStation 2.

Coming from John Tobias, the co-creator of Mortal Kombat, Tao Feng has a decent chance of making a name for itself with a host of gameplay refinements that should make the player sit up and take notice. But is it enough?

EVERYBODY WANG CHUNG

Tao Feng boasts 12 colourful characters which are divided into two camps: the Pale Lotus and the Black Mantis. Both groups are battling for a bunch of mystical tablets that grant mythical power. So far, so Zen.

The cast could come from any beat 'em up you care to mention: you have the pretty buxom girls, the martial arts dudes, and with a tip of the cap to Mortal Kombat there's a devilish, beefy creature that looks like Goro and even a character that looks like a large Praying Mantis.

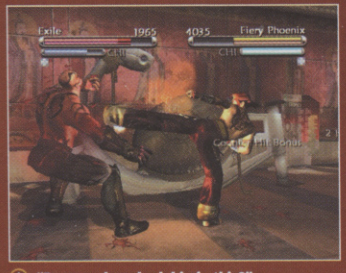
THE SCIENCE BIT

What sets this fighter apart from the pack are a number of refinements and innovations rarely

What's he supposed to be, anyway?

Take the fight to the ground, or wherever you need in order to win. It's a fight, right

Concentrate on limbs to reduce their power



"Does my bum look big in this?"

How annoying is it in a fighting game where the arenas are lavishly detailed but your characters can't interact with them? Some games have made strides to combat this, but Tao Feng really goes the distance with arenas littered with objects and everything being breakable, even the floors. More of this, please!

SORRY, MY BAD

Even the floors are breakable. Is there no limit to the destruction?

Three watermelons - jackpot! Smash your rivals into anything nearby

Fighting in the rain. How romantic

What are those red pellets? Oh. No, the blood isn't very realistic

The characterisation in Tao Feng is good, but we think ours is better

MORE CHI VICAR?

Every beat 'em up needs special moves and Tao Feng has them in droves in the shape of Chi attacks. These are powerful moves that first need to be powered up. Once the Chi meter is full you can unleash the energy on your opponent. But that's not all: Chi moves can also be used to restore health or limb damage or reduce your opponents' energy.

Taste my Chi! Exile will need to use all his Chi energy to repair the damage inflicted here!

The healing property of Chi demonstrated

Hey, mind the pandas! They're an endangered species, you know

That's is just too disgusting for words

Prepare yourself: here comes the Chi!

seen. First off, the environments are completely destructible. As a fight develops, the stage is decimated as fighters are thrown and hit around the room. Also, the characters change in appearance as the battle unfolds. They start a bout looking pristine, but after taking a beating their punishment shows in the form of bloodied faces and ripped clothes – it's a nice touch.

Perhaps most revolutionary is that fights don't take place over rounds and there's no time limit. Instead, you have three energy bars; when a fighter loses a bar of energy the fight continues with the victor resuming the fight with whatever energy remains on his life bar. There's also limb damage that reduces the effectiveness of kicks and punches, depending on what body part has been damaged.

Nice ideas then, but Tao Feng doesn't quite deliver. There are great levels, gorgeous graphics and awesome special effects. It's just a shame that the fights themselves seem a little basic and lack finesse. Due to poor animation and iffy collision detection, punches and kicks that don't connect still cause damage, and blocking is a joke. It's still a very playable game, but it lacks the polish to make it essential.

VERDICT

Great looking, with a host of clever ideas and smart touches. It's just a shame that the fights themselves feel a little lacklustre. **Alex H**

GOOD VS BAD

- Innovative ideas
- Breakable environments
- Limb damage
- Poor fighting system
- Clichéd characters
- Control lag

IF YOU LIKE THIS, TRY THESE...
- Dead Or Alive 3 (Xbox)
- Virtua Fighter 4 (PS2)

7 OUT OF TEN

Anyone with opposable thighs or a detachable third leg will delight in Double mode

DANCING STAGE MEGAMIX

Once you pop, you just can't stop. Move yo' ass!

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: KONAMI
OUT: MAY 31
DEVELOPER: KONAMI
URL: WWW.KONAMI-EUROPE.DE

Like an ageing relative with a newly acquired hip replacement, Konami's Dancing Stage series returns with a few minor improvements and additions.

This first European outing for a Dancing Stage game on PlayStation 2 will be instantly familiar to anyone who's played a previous version. Plug in your dance mat and follow the on-screen arrows with your feet – imagine Twister set to music, only with a far greater likelihood of fatality.

IT'S MURDER ON THE DANCE FLOOR

Alongside the usual inclusion of in-house music, MegaMix features nine brand new licensed tunes. Ranging from Kylie to The Cure, this is probably the best selection to hit the series yet, and should get most toes tapping.

Beginner mode keeps things simple enough for even the most elephant-footed players

You can create your own groin-straining dance steps when you're in Edit mode

These saucy young ladies are keen to demonstrate the exotic power of dance

Crank up the difficulty to increase your chances of falling flat on your face

Like the rest of the series, Dancing Stage MegaMix is a party game at heart. Plug in a second mat, gather a few mates together and you'll be having competitive dance-offs and rhythmic punch-ups in Versus mode until your knees seize up. The only problem is, to fully appreciate the raw joy of full-body limb flailing, you'll want to splash out on at least one dance mat, which could make this a costly endeavour. You *can* play with joypads, but it's just not the same.

Fortunately, though, with new songs, the frighteningly difficult Double mode (where one player uses two mats), and the ability to create and save your own dance patterns, there's just enough in this new version to keep things fresh and fun until the next inevitable release.

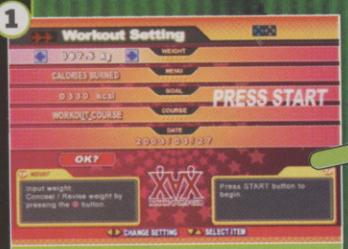
Nothing says 'cheesy disco' quite like a small citrus-hued car and a bunch of palm trees. It's only lacking John Travolta

Hold your foot down on the mat whenever you see one of the new Freeze Arrows. It's a bit like playing Musical Statues... or maybe not

WORK YOUR BODY

If that 300-hour sofa session of Vice City – complete with copious stale pizza and full-fat cola – has made your stomach swell up faster than Vanessa Feltz in a chocolate shop, you could find that MegaMix's Workout mode is just the tonic. So haul yourself off your fat behind and work it!

1



Start your workout by entering your weight and selecting your fitness regime

2

While you're getting jiggy, MegaMix keeps a tally of the calories you've burned off

3

Then, when it's all over, this handy screen lets you know how you've done

VERDICT

Not much has changed but, wallet allowing, this still offers some of the most fun you and your mates can have on your feet. **Matt**

IF YOU LIKE THIS, TRY THESE... ■ Dancing Stage Party Edition (PSone) ■ Frequency (PS2)

GOOD VS BAD

- Brilliant new tunes
- Untouchable party game
- Absurdly addictive

- Pricey with all the extras
- Hasn't changed a great deal

7 OUT OF TEN

Northland

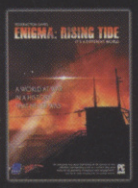
www.gmxmedia.net/northland

All titles available at:

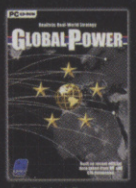
GAME

www.game.uk.com

Cycling Manager 3

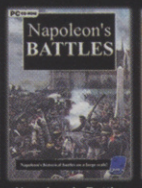


Enigma Rising Tide



Global Power

Heath



Napoleon's Battles

Northland

Moon Tycoon

Prince of Qin Gold

Runaway

Vietnam

The Watchmaker

gmx media

www.gmxmedia.net

POSTAL²

Offensive in the worst way

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £24.99
PUBLISHER: WHIPTAIL INT.
OUT: NOW
DEVELOPER: RUNNING WITH SCISSORS
URL: WWW.POSTAL2.COM

We've heard of customising your workstation but not with brains

This is neither big nor clever. Rampage through a town where there's nothing more challenging to do than buy some milk or cash your pay cheque, and where you're given freedom to be as criminal as you want.

The idea is that you can toast and, er, pee on people just for the hell of it. The problem is that without a decent game attached to it, this kind of action is gratuitous nonsense; a kind of non-game where your only reward for harming innocent civilians is their death animations. Great!

PC CD ROM

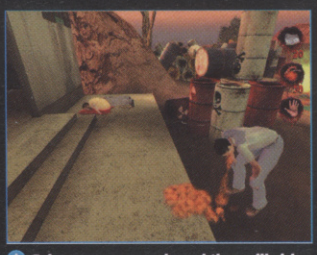
Stand back and admire your handiwork before you get sent straight to hell

DAMAGED IN THE POST

We played through the first few missions running all the errands we were instructed to without incident before realising that we were supposed to be shooting things randomly. Worse yet is the fact the game is packed with racial and gender stereotypes, calling into question just why you would want to shoot at the Asian shopkeeper or the working girls when they're not really doing you any harm.

This is a nasty game, which can only be redeemed if you treat it as a kind of dubious videogame punch bag, albeit a thoroughly reprehensible one. If it's violence you're after, you can find it in many other PC titles that play a thousand times better than this.

This couldn't be any nastier or more gratuitous



Take a pee on people and they will sick up their breakfast. That's special

VERDICT

A bad game that'll get more attention than it deserves purely because of its brainlessly violent content. Pointless and stupid. **Lee**

GOOD VS BAD

- Town nicely realised
- Good selection of weapons to use
- Graphics are okay
- Brainless shock-value violence
- Enormous load times

IF YOU LIKE THIS TRY THIS...
- Soldier Of Fortune II (PC)
- State Of Emergency (PS2, Xbox)

4 OUT OF TEN

This fella doesn't put up much of a fight but guards the way to a bigger secret

Heroism clad in a loincloth

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: WANADOO
OUT: NOW
DEVELOPER: TECMO
URL: WWW.RYGARGAME.COM

Most scenery can be destroyed, often revealing a stash of hidden goodies

Mobile phones the size of bricks, feathered mullets and moron yuppies wearing suit jackets with the sleeves pushed up. These were all in vogue when Rygar last spun his yo-yo of death.

Now, the ageing warrior has been dusted off and transported from arcade obscurity to PS2 stardom in an all-new action adventure epic.

HAVEN'T I SEEN YOU BEFORE?

Fans of Tomb Raider will recognise both the look of Rygar and the mix of exploration, puzzle solving and liberal sprinklings of judicious violence.

You start the game with the two basic attacks but as you progress, Rygar learns new moves and hard-hitting combos to add to his repertoire. Almost all of the scenery in the game can be destroyed, some of it revealing life, some displaying a way across that gaping chasm. So there's always something worth twanging your yo-yo at.

Overall, it's lots of fun to play, as you progress through the game

These huge mutant caterpillars are easily dealt with via a twang of your yo-yo

DISHING OUT THE DISKARMOUR

Diskarmour is Rygar's weapon against the forces of darkness. Each diskarmour endows Rygar with a different set of attacks as well as enabling him to call upon different forms of magic to assist him in his darkest hour.

HADES DISKARMOUR

This shield has a long range, allowing Rygar to thwack his enemies from safety. Its magic unleashes the guardian of Hades, the vicious Cerberus, who unleashes a furious inferno on Rygar's enemies.

Unleash the terrific power of Cerberus

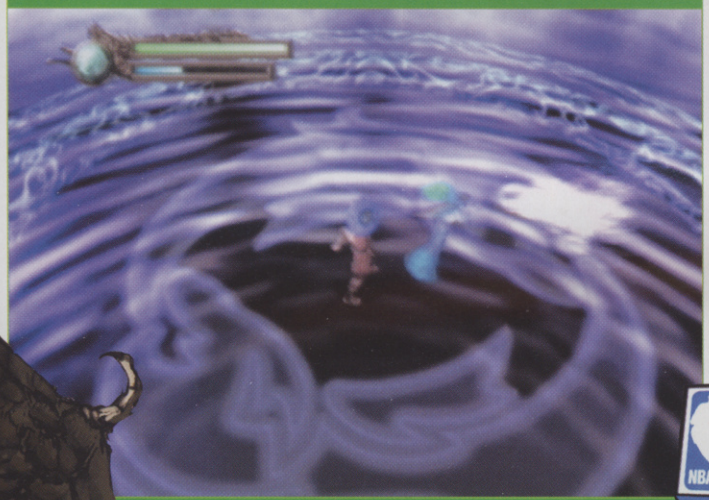
CELESTIAL DISKARMOUR

This is more useful for wide attacks. The celestial diskarmour summons up the god Taros to strike down Rygar's enemies with powerful bolts of lightning.

Fearsome Taros incinerates all before him

SEA DISKARMOUR

This links attacks together quickly in hand-to-hand combat. It contains the Siren spell, which freezes Rygar's enemies into solid blocks of ice.



With an icy kiss of death, the Siren freezes Rygar's enemies to the spot

gaining new moves and uncover the story. It's let down just a little by the comparative shortage of puzzle solving to test those weaned on Tomb Raider. Nor is there quite enough action to satisfy the bloodlust of fans of Devil May Cry or Onimusha, making it quick to blast through. A middle-grounder then, but a thoroughly entertaining one. CVG

CVG VERDICT

Rygar provides an entertaining slice of action adventure, slightly hamstrung by being a little too easy for seasoned players to complete. **Paul A**

GOOD VS BAD

- \+ Luscious landscapes
- \+ Lots of game
- \+ The yo-yo is a cool weapon
- − Camera angles are hit and miss
- − Occasionally slow on action

8 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ Tomb Raider Series (PSone, PS2)

OUTLAW GOLF

XBOX

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: TDK MEDIACTIVE
OUT: NOW
DEVELOPER: HYPNOTIX
URL: WWW.TDK-MEDIACTIVE.COM/GAMES/GAMES.CIM?PI=7&GA=156&SE=1

Tiger Woods wouldn't approve but then, the golfers in Outlaw Golf would probably rather take a dump in his golf bag than seek his approval.

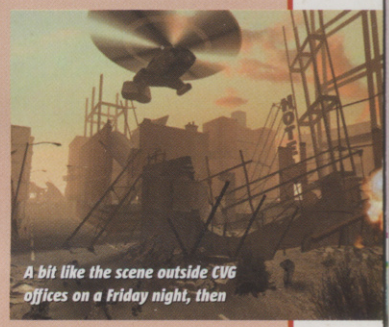
It's cheeky golfing, y'see? With comedy characters, funny voice-overs and plenty of sass, it's a laugh for a while but there are only three courses. A great rent, but not as good value as Tiger and EA's golfing sim. CVG

6 OUT OF TEN

DEVASTATION

GAME INFO BOX

NUMBER OF PLAYERS: 1-16
COST: £29.99
PUBLISHER: NOVALOGIC
OUT: NOW
DEVELOPER: HD INTERACTIVE
URL: WWW.DEVASTATIONGAME.COM



A bit like the scene outside CVG offices on a Friday night, then

Looking like Eminem and commanding fellow soldiers like some sort of bleach-blond army general, you explore intricate post-apocalyptic arenas of pain in this decent but derivative shooter.

You can expand your squad as you play but it's often too tricky to dish out the orders before you're capped by a rogue enemy sniper. CVG

PC CD ROM

7 OUT OF TEN

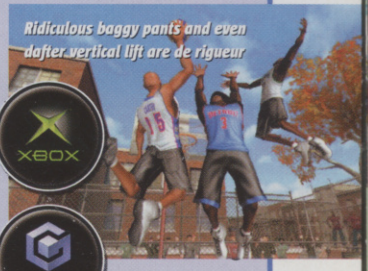
NBA STREET VOL 2

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: EA
URL: WWW.EASPORTSBIG.COM/GAMES/NBASTREET2/HOME.JSP

It seems no sport is free from the threat of the 'boost bar'. Now it's the turn of the basketball game to reward crazy moves with a bar that fills up and gives you a speed and height advantage.

In practice, though, it proves distracting from the otherwise solid hoop-shooting. And aside from the four-player mode there's not much new here. CVG



Ridiculous baggy pants and even dafter vertical lift are de rigueur

XBOX

NINTENDO GAMECUBE

PS2

7 OUT OF TEN

X-MEN™ WOLVERINE'S™ REVENGE

Anyone got any **nailclippers** handy?

The camera acts up occasionally, giving you odd views of the action

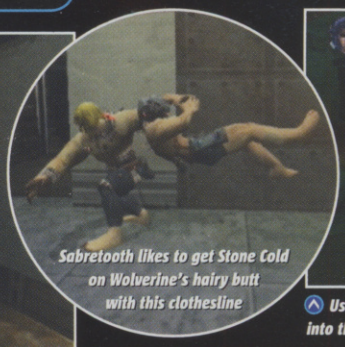
GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£39.99**
PUBLISHER: **ACTIVISION**
OUT: **NOW**
DEVELOPER: **GENEPOOL**
URL: **WWW.WOLVERINESREVENGE.COM**

Whether you're a school kid or international overlord of a multi-million business corporation, deadlines will be the bane of your life. Don't hand in your homework on time and you get detention. Fail to deliver those vital figures to the board and it's 'bye-bye' top floor office and 'hello!' dole queue.

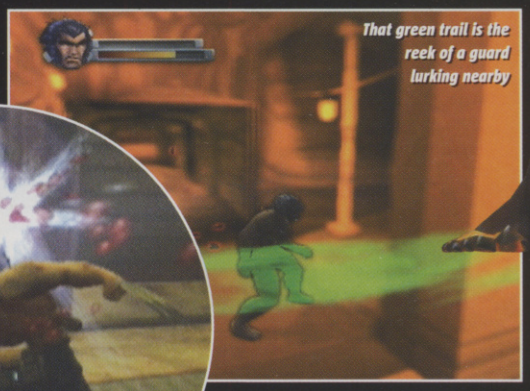
Mutant superheroes are no exception. Someone's gone and infected Wolverine with a deadly mutant virus that will kill him in just 48 hours. It's up to you to find out who and why, and hopefully find the cure before the timer reaches zero.

You can tear up certain parts of the environments, but not all

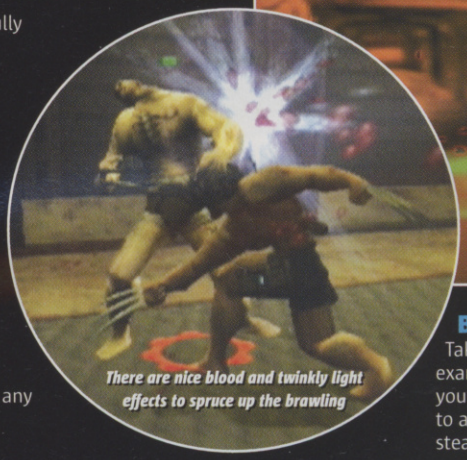


Sabretooth likes to get Stone Cold on Wolverine's hairy butt with this clothesline

Use the Strike! attacks to ram Sabretooth into the fiery tanker and break his head



That green trail is the reek of a guard lurking nearby



There are nice blood and twinkly light effects to spruce up the brawling

NOT THE GAME OF THE MOVIE

Movie nuts will have noticed that the story is somewhat different to that of the forthcoming movie, but the 48-hour deadline idea makes for an original, standalone Wolverine adventure that tells a brilliant comic book story, even if the gameplay doesn't cut it. See, even though it's not really based on the film, this is as simplistic as any half-arsed movie licensed game of recent years.

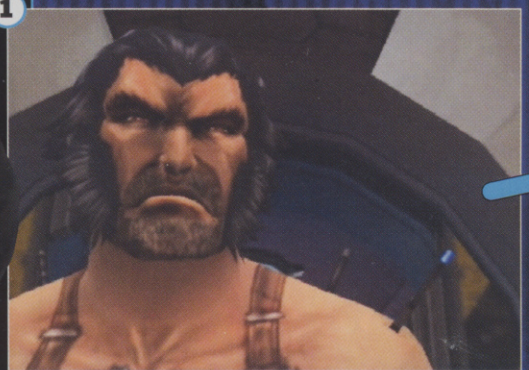
BRAIN TRANSPLANT

Take the opening sections as an example. You need to escape from your icy prison and find the entrance to a secret lab. You might be expecting stealthy manoeuvres through a

UNFAMILIAR FACES

Although it carries the X-Men 2 movie tag and Hugh Jackman's hirsute mug leers out at you from the packaging, eyebrows furrowing provocatively, Wolverine's Revenge actually has about as much in common with the movie as it does with a blancmange. That is to say, not very much at all.

1



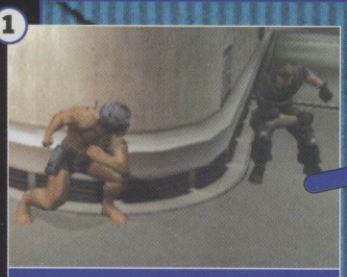
Wolverine looks nothing like the film's star Hugh Jackman and is voiced by Mark Hamill. What's that all about, huh?

2

Professor Xavier has the movie's Patrick Stewart providing the character's vocals but what exactly happened to his face?

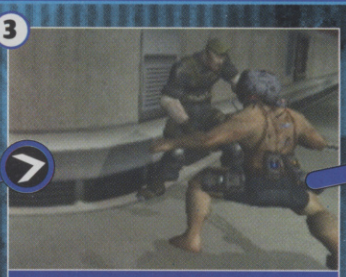
STEALTH STRIKE!

Stealth modes are a dime a dozen in games these days, and Wolverine's offering isn't even very good. Still, you can at least complete mini-challenges by sneaking up on your foes and stealing their dog tags. Just don't go telling Solid Snake's lawyers if you want to avoid the heavy mob!



Hold L1 and lean into a wall then sidle along to the end

Press the circle button when Strike! appears and you'll leap into action

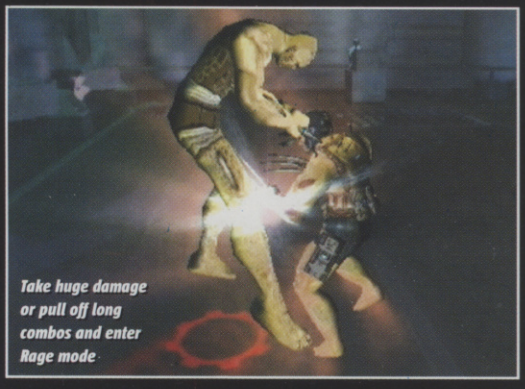


A few swift lacerations with your claws and the foe slumps stickily to the floor

His death and dog tag are your rewards so try to get all tags on each level

Use Sense mode to detect the dangers awaiting you on the battlefield

Hey kids, don't go playing in a minefield without your special senses in effect, y'hear?



Take huge damage or pull off long combos and enter Rage mode

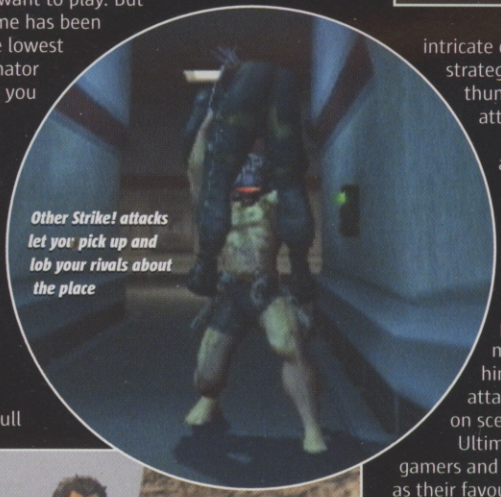
labyrinthine jail environment, powerful guards to destroy and tricky defence mechanisms designed to keep mutants in and intruders out.

To be fair, you do get some of this if that's how you want to play. But it appears the game has been designed with the lowest common denominator in mind, meaning you can simply steam through the level hammering the punch button to destroy all guards and obstacles in your way without penalty. Dur.

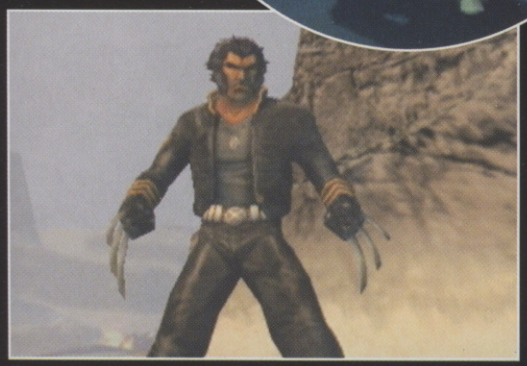
The fighting system suffers from the same problem – why bother trying to pull intricate combos or employ strategy in your scrapping when thumping away with the same attack has the same effect?

Fighting gets repetitive and the occasionally jerky animation and sloppy collision detection makes for some frustration, especially when you think you're in control of someone as awesomely powerful as Wolverine's meant to be. You'd expect him to be able to jump and attack without getting stuck on scenery now, wouldn't you?

Ultimately, this is for non-gamers and people who want to fight as their favourite superhero, but it's likely that even they will be disappointed with this X-2 cash-in.



Other Strike! attacks let you pick up and lob your rivals about the place



Wolverine's a bit of a clothes horse as well as a badass superhero

GAMES VERDICT

Great story, but the worst kind of brainless gameplay – where hammering a single button is often enough to win – makes this pretty forgettable. **Lee**

IF YOU LIKE THIS TRY THESE... Spider-Man: The Movie (all) SW Bounty Hunter (PS2, GC)

GOOD VS BAD

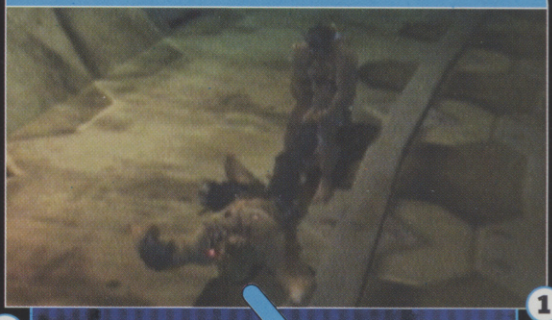
- Wolverine's a cool videogame hero
- Lots of moves
- Quite nice music
- Brainless repetition
- Sloppy animation and visuals
- No link to the film!

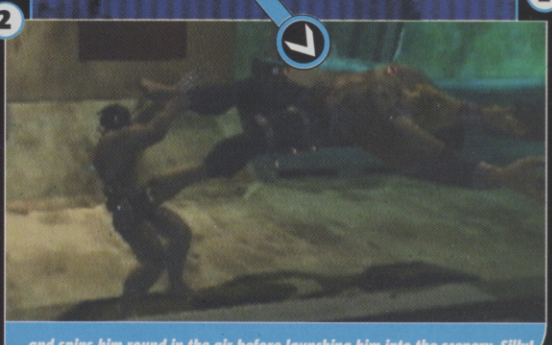
6 OUT OF TEN

HURT WITH LAUGHTER

They're probably not supposed to be funny at all, but many of Wolverine's special Strike! attacks made us giggle like grannies let loose on the lithium-laced gin. These powerful attacks are executed using a series of button presses when the prompt appears on the screen, and they can usually floor foes in one hit – even if they do look a bit daft in the process...

Our favourite is when Wolfy picks up an exhausted Sabretooth by the toes...





...and spins him round in the air before launching him into the scenery. Silly!

SKIES of ARCADIA LEGENDS

Seventy hours spare? Get this

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: MAY 23
DEVELOPER: OVERWORKS
URL: WWW.SEGA.COM/GAMES/POST_GAMEGAME.JHTML?PRODID=10301

Recruit more and more heroes as the gargantuan quest unfolds before you

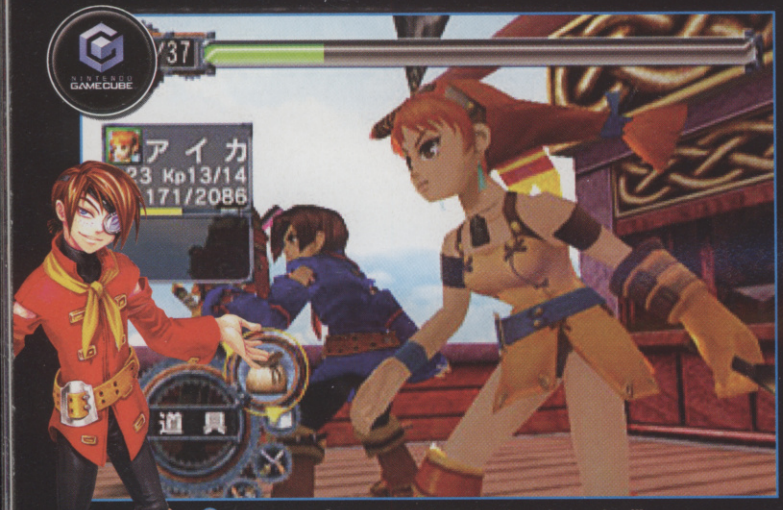
It's little wonder role-player fans are tarnished with the Billy no-mates tag when their favourite games take the equivalent of the lifespan of a small mammal to finish.

In these terms, Arcadia is no exception and you're going to have to be in it for the long haul if you're going to get the most from it. Luckily, it's an amazing ride.

NO BREAK FROM TRADITION

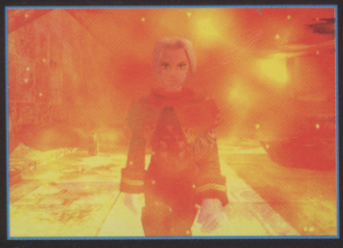
You slip into the swashbuckling pants of Robin Hood-style sky pirate Vyse in what is at heart a very traditional, turn-based role-player. Use magic and collect items, upgrade your skills, solve puzzles in towns and even fight air-to-air missions in your floating galleons, all the while marvelling at the story rolling out before you.

There's even some Pokémon-style strategy in the way you level up the myriad different magic stones that grant you special abilities. It's the best role-player on GameCube for sure, but it does nothing to advance the genre or win over role-player haters. CVG



The visuals won't exactly dazzle you but the action surely will

Even at 30,000 feet the towns look enormous



You have the ability to walk through fire

CVG VERDICT

An enormous, entertaining, clever and cool game, but it's definitely one for the role-playing veteran rather than the novice. **Lee** CVG

GOOD VS BAD

- Fantastic story and characters
- Perfectly balanced battles
- Ropy visuals
- Too daunting for beginners
- Essentially a DC port

IF YOU LIKE THIS TRY THESE... Final Fantasy X (PS2), Wild Arms 3 (PS2)

8 OUT OF TEN

motogp Ultimate Racing

Climb on yer bike, get online!

GAME INFO BOX

NUMBER OF PLAYERS: 1-16
COST: £39.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: CLIMAX
URL: WWW.THQ.COM/MOTOGP

There are loads of camera angles to try, some more useful than others

The smell of hot tarmac, the stupefying speeds, the ka-ching of cash registers... The Xbox MotoGP series has it all.

After the runaway success of the first game, developer Climax has done the impossible and improved on what was the best biking game around. So zip up your all-in-one leather romper suit and hop aboard for what could be the ride of your life.

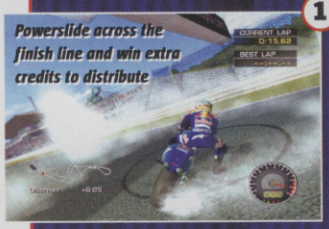
PERFECTING THE BEST

As with any sports title sequel, the core gameplay remains pretty much unchanged from the previous incarnation. Handling has been tweaked slightly, graphics given the obligatory fresh lick of paint, and bikes and riders from the real-life MotoGP 2002 series are included. But when you're basing a new game on what was approaching perfection in the first place, there's only so much you can do.

HARDER THAN VINNIE

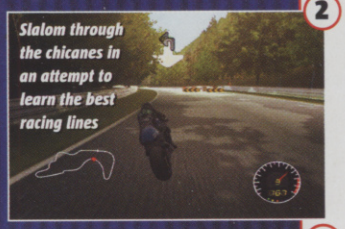
Combining a training mode with Mekon-like precision driving, MotoGP 2's Challenge mode is guaranteed to have you throwing your pad around the house in a rage. Each course has individual challenges with strict parameters designed to hone your skills to biking perfection, and big rewards for getting it right.

1



Powerslide across the finish line and win extra credits to distribute

2



Slalom through the chicanes in an attempt to learn the best racing lines

3

Spin 360° around the obstacle without slipping over in the wet

Technology 2

Weave between riders and drive cleanly to win yourself points in Stunt mode

Where MotoGP 2 proves itself truly worthy is in its Live compatibility and the new multiplayer Tag mode. Tear past 15 rival racers across the Internet, hurling insults as you overtake before choking on your own cuss words as you hit the gravel.

Whether you choose split-screen, system link or Live, you can play a multitude of games from quick races to full championships and they offer the kind of longevity most other titles can only dream of.

On- or offline, alone or with mates, MotoGP 2 is one of the finest 'proper' racing games available. Only that unavoidable similarity to the previous version stops it from scoring higher.

Can you squeeze between the opposition before braking for the bend?

Beware the bunching of riders, especially when travelling at speed

Everything is customisable, from leathers to bikes to player names

The multiplayer Tag mode sees you battling for domination of parts of track

GAMES VERDICT

The best console motorbike racer just got better. Provided you're Live enabled, an essential for bike heads and racing game fans alike. **Lee**

IF YOU LIKE THIS TRY THIS...
- MotoGP 3 (PS2)
- Riding Spirits (PS2)

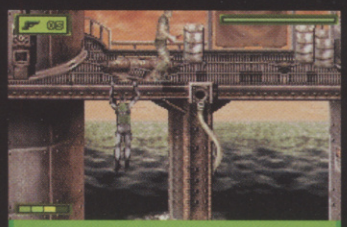
GOOD VS BAD
- Online motorbiking!
- Incredible realism
- Stunning visuals
- Similar to first game
- Sometimes gets a bit too serious
- Near-impossible challenges

8
OUT OF TEN

Tom Clancy's SPLINTER CELL™

A splinter that doesn't hurt

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: UBI SOFT
OUT: JUNE 6
DEVELOPER: UBI SOFT
URL: WWW.SPLINTERCELL.COM



Using your gun should be a last resort so find other ways of getting to your goal

The final push in Tom Clancy's and Ubi Soft's plot for domination of the games-playing world comes with the release of Splinter Cell on Cube and GBA.

To make sure there's no escape from the split-jumping stealth madness, the two games feature cool connectivity features.

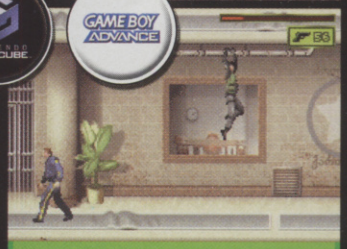
Plug in your handheld while playing the GC version to use your GBA screen as a kind of stealth operative's version of a PDA, with maps and scans for bombs and enemy soldiers. Connect the two machines with a copy of the game in each, and you get five new levels to play in the GBA adventure – plus Cube-exclusive sticky bombs to chuck around in the GC version.

Grab enemies unawares and force them to open up locked doors for you

WORK TOGETHER

The GameCube version plays just as great as the other Splinter Cell's already released, and is well worth a look if you think you're up to the challenge. The GBA game, while shrunken down and given a side-on view, retains the feel of its counterparts and you can do pretty much all the things on GBA that you can on console, from taking hostages and shimmying across pipes to picking locks and using gas grenades.

Great games in their own right but taken together they form an irresistible, high quality package.



The pipe-shimmying is so cool you'll want to have a go on your guttering

GAMES VERDICT

The GBA game looks beautiful and is a brilliant mini-me version of the excellent Cube version. We say: get them both! **Lee**

IF YOU LIKE THIS TRY THESE...
- Tomb Raider: The Prophecy (GBA)
- Metal Gear Solid (GBC)

GOOD VS BAD
- GBA graphics big and beautiful
- Connectivity features are great
- Over-reliance on platform clichés
- Sometimes unclear what to do next

8
OUT OF TEN

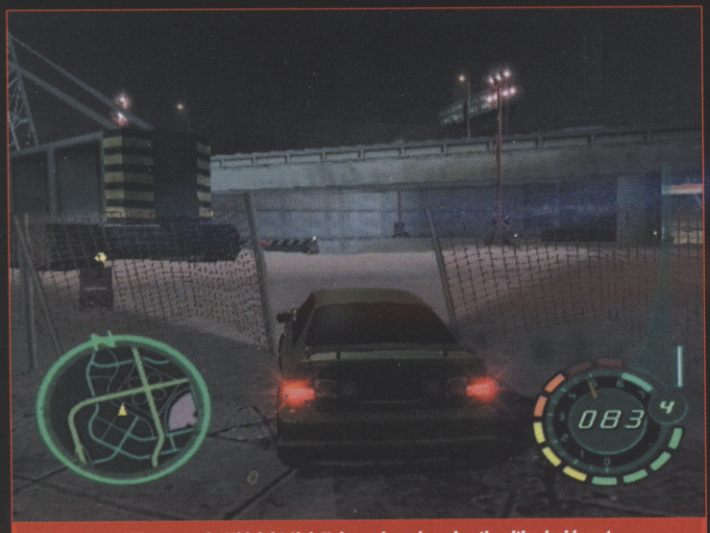
湾岸 MIDNIGHT CLUB II™

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ROCKSTAR**
OUT: **APRIL 25**
DEVELOPER: **ROCKSTAR SAN DIEGO**
URL: **WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2**

Bad boy racers are out **breakin' the law**

REVIEWER
DAVE MCOMB



Rather than skill, success in Midnight Club II depends on learning the cities inside out

Why is it that being bad feels *so* good? No matter how many times you save Princess Zelda or become a Pokémon Master, there's nothing like the thrills of becoming a mobster in GTA or unleashing dirty moves in Def Jam Vendetta.

The latest slice of PS2 lawbreaking is courtesy of Midnight Club II, a supercharged racing game where you burn rubber around three bustling cities.

RACING IN THE STREETS

Midnight Club II's main focus is its Career mode, where players jump into a sports car and go looking for trouble. The action begins when you flash your headlights at another racer, initiating a frantic dash across town. Keep up with your rival, and a race begins.

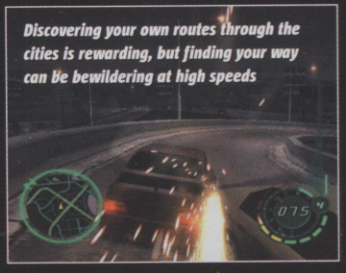
The races are staged in the huge cities of Los Angeles, Paris and Tokyo and each is completely open, allowing players to choose their own path through each challenge. Success depends on driving through glowing checkpoints, and players must keep one eye on their map at all times to spot shortcuts that can give them an edge over their opponents.

Winning races opens new cars and cities, also enabling players to access individual challenges in the arcade and multiplayer modes and burn around the cities just for fun.

WHAT'S NEW?

Although it's much the same as its predecessor, Midnight Club II has new features to keep boy racers happy.

Aside from new weather effects such as rain and fog, players can now unlock motorcycles for certain races that are much faster and more dangerous to use, making for some thrilling challenges. The game also features cop cars and police

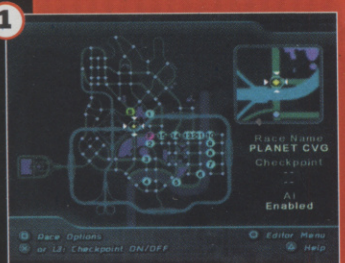


Discovering your own routes through the cities is rewarding, but finding your way can be bewildering at high speeds

Midnight Club II's best feature is its multiplayer mode. The split-screen action is fast and frantic and, best of all, you can create your own races by placing checkpoints on predetermined city maps – meaning that you can play for months without getting bored with the same old routes.

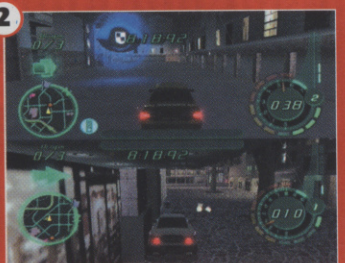
MULTIPLAYER MAYHEM

1



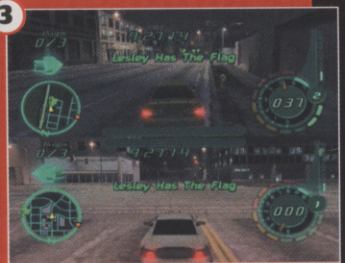
Using the editor you can place checkpoints on the maps and create your own races for split-screen shenanigans

2



In battle mode you can collect power-ups that inflict reverse steering, distorted views and other hazards on your rivals

3



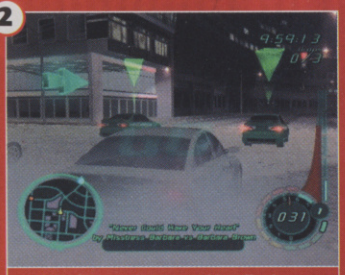
There's also a capture-the-flag mode where you have to collect a token and return it to the goal before your opponent

TRICKY TECHNIQUES

Completing challenges unlocks a number of new driving techniques that add depth to the bog-standard racing experience. As well as allowing your car to drive on two wheels to weave through traffic, you can shift the weight of your motor from side to side to control it in the air.

1

The nitros give your car a massive burst of speed that's best saved for the dying moments of a race, when you can give it some

2

Holding the accelerator and handbrake allows you to spin your wheels and get a faster start from the line

3

You can shift the weight of your car from left to right and control it as it flies through the air for a better landing

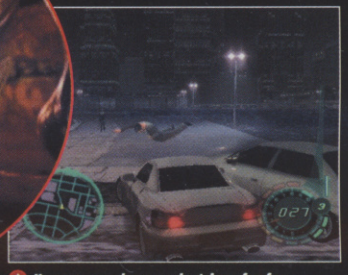
4

Shifting the weight from side to side also allows you to drive on two wheels, ideal for steering through heavy traffic

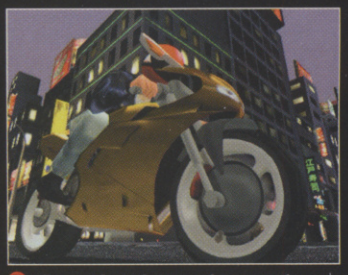
The cars aren't licensed, so don't expect real-life motors

The rival racers chat to each other between challenges

The multiplayer games would be brilliant in the online mode, but it's not confirmed if the UK version will feature the same broadband capabilities as its US counterpart. D'oh!


You can run down pedestrians for fun

There are more secret routes this time round


Bikes are faster but more dangerous than cars

helicopters that hound wrong-doers around the streets, adding an extra level of tension to the proceedings.

ROAD RAGE

Although Midnight Club II is fun, it's dogged by a number of flaws that make it frustrating to play. For starters, while the open-plan cities give a great sense of freedom, finding checkpoints as you speed around the streets is bloomin' difficult, meaning that you spend more time squinting at the map than admiring the graphics.

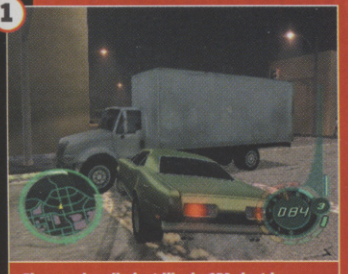
The AI of your rivals can also be infuriating: even if you manage to gain a massive lead, making the smallest mistake will see your opponents streaming past as if they're controlled by some otherworldly intelligence.

Players aren't given many opportunities to customise their cars either – you can only change the colour of your motor, nothing else. This is a major shortcoming as it doesn't allow players to create personalised vehicles that would contribute to capturing the spirit of real-life street racing.

Overall, then, Midnight Club II is an ideal game if it's simple arcade thrills you're after, but anyone looking for a deeper, long-term racing experience should look elsewhere.

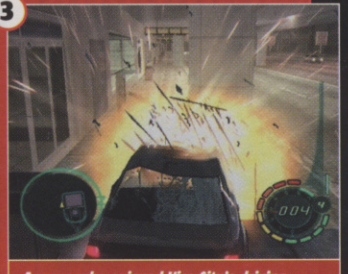
VICE CITY RACER

Anyone who's played Midnight Club II's Rockstar cousin, Grand Theft Auto: Vice City, will feel right at home. The cars handle much the same as GTA's motors (i.e. just keep your thumb on the accelerator), and the open-plan cities feel a lot like Tommy Vercetti's gangland playground.

1

The cars handle just like in GTA; just keep pressing the accelerator and only brake if it's an extra-tight corner

2

The three urban centres feel very much like Vice City, but looks-wise they are much crisper and more detailed

3

Anyone who enjoyed Vice City's driving sequences, but wasn't so keen on the adventure bits, will love Midnight Club II

VERDICT

As a multiplayer, this is a solid choice (bump the score up to eight). But, if you're playing solo, there are more interesting racers on the shelves. **Dave**

GOOD VS BAD

- Cool multiplayer
- Pick up and play
- Great sense of speed
- Lots of map-reading
- Unfair rival AI
- Car handling is too light

IF YOU LIKE THIS TRY THESE...
- Dead Or Alive 3 (Xbox)
- Virtua Fighter 4 (PS2)

7 OUT OF TEN

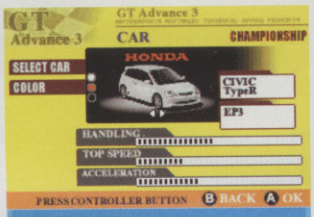
Watch your paintwork as spinning out is easy on slippery surfaces

GT ADVANCE PRO CONCEPT RACING

Burn **pocket-sized** rubber

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: MTO CO.
URL: WWW.THQ.COM/GAMES/32128/



Pay attention to your car's stats as you don't wanna get lumped with a lemon

At one time the thought of having a mini-me version of Gran Turismo on your GBA would have been enough to cause apoplectic fits of foamy-mouthed excitement. After so many of them though, any new game needs a special new hook to get the race fans interested.

Well, GT Advance 3's selling point is that you can drive custom and concept cars from 10 of the world's big manufacturers. Hmm, more of a curtain hook than a Captain Hook in our books, but at least it provides some solid and enjoyable driving action.

NO FLUFFY DICE

This is as complete a racing game as you could ask for. There's even a cool mini-game where you have to perform power drifts for the chance to unlock parts and new vehicles.

The trouble is, as a complete package, this is very similar to the first two games, and the handling is far more suited to the rough riding of rallying than the precision of racing on tarmac. Visuals haven't been given much of a polish from earlier versions either.

GT Advance 3 is more fun than the recent TOCA GBA game, but feels more like your dad's sturdy Mondeo than your mate's zippy little Audi TT. CW

Revel in your smooth driving in the impressive replay sequences

CVG VERDICT

A decent enough driving game but you probably won't need it if you already own any other decent racer on Game Boy Advance. **Lee** CW

GOOD VS BAD

- Fast-paced racing
- Friendly handling
- Unlockable incentives
- Similar to previous versions
- Handling more suited to rallying

7 OUT OF TEN

IF YOU LIKE THIS, TRY THESE... ■ TOCA World Touring Cars (GBA) ■ V-Rally 3 (GBA)

ARMORED CORE 3

When **biggest** isn't always **best**

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: METRO 3D
OUT: NOW
DEVELOPER: FROM SOFTWARE
URL: WWW.FROMSOFTWARE.CO.JP/ETOP/SOFT/AC3/

Blast him and then use the buildings for cover

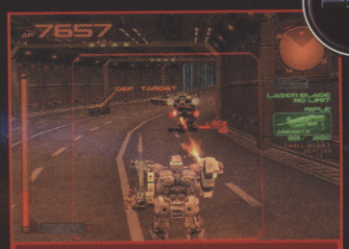
For all of you new to the Armored Core series, the concept is very simple: enormous mech robots stomp around a variety of landscapes causing huge amounts of destruction, all in the name of restoring balance to a fractious post-apocalyptic world. Got that?

Here at CVG we're rather partial to a bit of robot blasting but although AC3's predecessors earned a small but devoted following in both the States and Japan, they've failed to set the UK market alight.

Sadly, the latest incarnation seems unlikely to buck the trend. While there is a pleasing variety of missions to undertake, none of them fills the player with either the frenetic kill-kill-kill pace of Zone Of The Enders or the satisfying carnage-wreaking glee garnered from blasting through Gundam Federation.

LIKE ONE BIG HAPPY METAL FAMILY

If you've ever wanted your very own army of colossal armoured killing machines, this is your chance. You can spend hours



Clear away any obstructions to guarantee the truck a safe passage

Blasting enemies when hovering is tricky but essential to success

REVIEWER PAUL ANGLIN

Get in really close and start taking out the big guns in a blaze of white-hot fire

TWO'S COMPANY, THREE'S A KILLING SPREE

1

Choose your consort wisely. They take cash out of the eventual pay-off...

One tactical decision you'll have to make in AC3 is whether you want to go it alone or team up with a consort. Hiring another mech will take a big lump out of your reward but you'll find assistance is invaluable in some of the later missions.

...But they allow you to concentrate on the small guns, as they wade in fearlessly

2

The laser sword is effective and never runs out. 'Ave some

constructing the ultimate killing machines and then march them into battle, aglow with paternal pride, as they cut a swathe through all in their path. This section of the game is enormous and the potential to tweak your creations endless.

So if you delight in spending hours pondering the make of your own robots, you'll have a blast playing AC3. If, however, the very mention of Robot Wars makes you want to retch up old nuts and bolts, you'd be best advised to avoid this. CVG

From small beginnings grows a mech dynasty

CVG VERDICT

An enormous toy box overflowing with metal delights for mech mechanics but not enough blasting turmoil to please most gamers. **Paul A** CVG

GOOD VS BAD

- Loads of depth and rewards long play
- Stonking robots!
- Looks brilliant

- Dodgy controls
- Not enough wanton destruction
- You must like robots

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Gundam Federation (PS2), Virtual On (Arcade)

BREATH OF FIRE IV

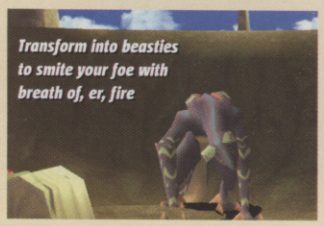
GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: CAPCOM
OUT: NOW
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM/XPML/GAME.XPML?GAMEID=550013

Ryu and girlie pal pose for the camera while the world crumbles

The mighty dragon-filled BOF series debuts on PC but it's more a case of limping than bursting onto the format.

In a no-frills conversion of the classic PSone adventure, your shape-shifting hero Ryu and his fellow pixellated pals quest across shaky-looking scenery and enjoying random battles with poorly drawn foes.

It's a good role-player at heart, and it was all fine on PSone a couple of years ago. But now, with laughable visuals (by PC standards), and a whole world of far more complex and beautiful RPGs out there, this is fairly irrelevant on PC. CVG



Transform into beasties to smite your foe with breath of, er, fire

PC CD ROM

If only they'd improved the visuals, this would be more appealing

6 OUT OF TEN

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £12.99
PUBLISHER: CAPCOM
OUT: NOW
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM/XPML/GAME.XPML?GAMEID=650030

It looks hokey but the T-Rex can still generate pant-soiling fear

DINO CRISIS 2

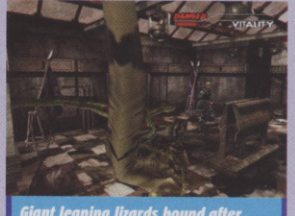
The second of this month's PSone conversions from Capcom comes in the shape of a giant dinosaur waiting to file its teeth on your bones.

Yes, it looks rubbish compared to anything else in your PC collection, and using a survival horror control system on a PC feels very odd, but this remains a good adventure game that has a great balance of fighting dinos, challenging puzzles and genuine shocks.

At just £12.99, this is a great way to while away the hours while you wait for all of your 'sensitive' Internet movies to download. Ahem. CVG

PC CD ROM

We're so tough we managed to slay the raptors using just our combat knife



Giant leaping lizards bound after you, propelled by massive tails

7 OUT OF TEN

LOST KINGDOMS II™

Old-skool **card-flinging** on GC

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ACTIVISION**
OUT: **MAY 16**
DEVELOPER: **FROM SOFTWARE**
URL: **WWW.ACTIVISION.CO.UK**

Tara Grimface surveys the bleak landscape ahead. Driven by the childhood trauma wrought by her ridiculous name and a fondness for snap, she must battle her way across the monster-ravaged lands of Argwyll, summoning creatures with her enchanted deck of cards to rid the countryside of its evil blight.

WELLY THE ELEMENT

Utilising a scissors-paper-stone style of gameplay, each creature you encounter is defined by a certain elemental class. Some elements are more powerful when pitted against others so, for example, use your cards to summon an Earth creature and you'll have no problems turning a Wood creature into monster purée.

Between missions, you're given the chance to tinker with your card deck to create the most effective hand for the next onslaught. This adds a welcome layer of strategy to the proceedings, albeit one based firmly on trial and error. Until you've digested the creatures you'll be up against next and adjusted your deck accordingly, you'll find yourself dying with maddening frequency.

Often you'll need to revisit locations several times to complete all the objectives on offer. Thankfully, though, missions remain refreshingly varied throughout – some levels thrust you headfirst into the card-tossing mayhem while others take on a more stealthy approach.

Crucially, many levels contain pathways and secrets that can only be accessed once you have acquired a certain card, increasing replay value immensely. Before long, you'll be scouring, buying and trading your way obsessively through Argwyll in search of that elusive complete deck.

SLAY WHAT YOU SEE

Lost Kingdoms II brings a slew of features to the series, including new creature classes and abilities, and an additional 100 new cards fiendishly secreted about the game world. The

The action can get fast-paced and frantic under the new battle system

That red light could attract the wrong sort

Tara was blighted by a nasty case of crabs

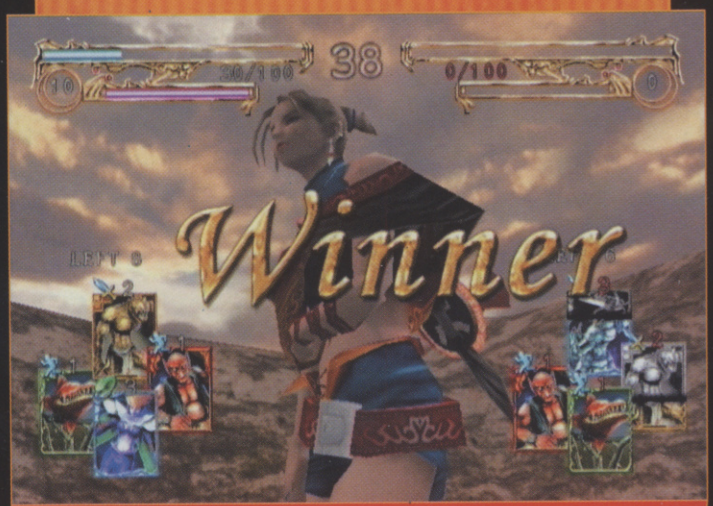
ALL HANDS ON DECK

Lost Kingdoms II includes a nifty Versus mode that enables two players to turn their own carefully cultivated decks against one another in furious and bloody bouts of energetic card-hurling.

Select your prized fighting deck and prepare for some fearsome card-bashing

Battles unfold across one of the game's five arenas, each of them unique

Momentarily distracted, Tara runs headlong into a passing lens flare. Silly girl



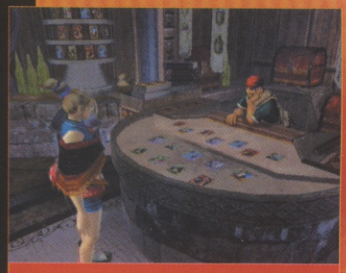
Celebrate your hard-won victory by looking smug and slightly windswept

HOUSE OF CARDS

With over 200 creature cards to collect this time around, Lost Kingdoms II is an obsessive-compulsive's wet dream. But you'll have to search every last inch of Argwyll for the full deck.

You'd be amazed what you can find in giant abandoned treasure chests. Or maybe not

Combine two magic cards and you're there



Enhance your deck at the Card Shop. Just don't expect a gift-wrapping service

Pander to this man's fairy fetish and he'll reward you handsomely

major enhancement to this sequel, though, is the streamlined combat system. Unlike the random battles of the original, skirmishes now occur freely on the game terrain, lending proceedings a far greater sense of flow and urgency than before.

Admittedly, with its unremarkable visuals, hackneyed storyline and a reliance on stat-crunching, LK II is going to appeal mostly to the hardcore RPG fan. But it could provide the deep, satisfying, adult-orientated GC experience you're looking for.

They probably don't want to play hopscotch

Summon colossal creatures to your side to squish your opponents' heads flat

GAMES VERDICT

An atmospheric, engrossing and dangerously addictive game. Worth investigating, despite it's old-skool role-player façade. **Matt**

GOOD VS BAD

- Fantastic new battle system
- Mature
- Hellishly addictive
- Very stat heavy
- Uninspiring visuals
- Clichéd RPG storyline

IF YOU LIKE THIS TRY THESE... Yu-Gi-Oh! (GBA), Eternal Darkness (GC)

8 OUT OF TEN

BIG STRIKE BOWLING

GAME INFO BOX

NUMBER OF PLAYERS: 1-6
COST: £9.99
PUBLISHER: TAKE 2 INT.
OUT: NOW
DEVELOPER: CORESOFT
URL: WWW.TAKE2GAMES.COM

Put spin on the ball with the shoulder buttons

PSone

Does your world need a PSone bowling game? The answer is probably 'No'.

Nevertheless, you'll probably have a few hours of fun with this if you gather some mates around and can't be arsed to actually leave the house to go bowling. It's simplistic, there's not a lot of control to the physics other than power and spin, and it looks and sounds old-fashioned.

But the bargain price makes up for the flaws, as long as you don't expect too much.

6 OUT OF TEN

GODZILLA DESTROY ALL MONSTERS MELEE

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: FEB 28
DEVELOPER: PIPEWORKS SOFTWARE
URL: WWW.INFOGRAMES.COM

The streets below have real working traffic systems to foul up

XBOX

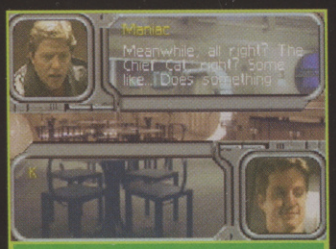
Laser eye surgery, as performed by Mechagodzilla

Relive the schlock horror of the Toho movies in this monster-on-monster brawling game. All of your favourite rubber-suited creatures feature, from King Ghidorah and Mothra to the big G himself.

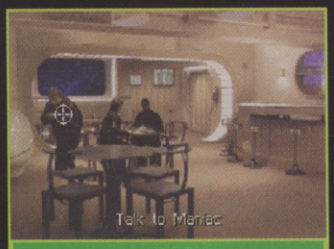
There are loads of different ways to play, including a whole bunch of Xbox-exclusive features like the single-player destruction game.

The best of these, though, is the four-player town-destroying rampages with mates, but all modes offer mass destruction and lots of cheesy laughs. It doesn't have the depth or lasting appeal of Cube's Smash Bros Melee, but it is great fun.

7 OUT OF TEN



Who wants to spend time with a bunch of mugging bit-part actors? Not us



Point the, er, pointer at stuff for very limited interaction with your environment

WING COMMANDER: PROPHECY

Diving into the bargain bin

This is what games used to look like 20 years ago. Oh dear

GAME INFO BOX

NUMBER OF PLAYERS: 1-4

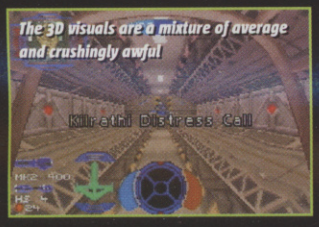
COST: £29.99

PUBLISHER: TAKE 2 INT.

OUT: NOW

DEVELOPER: RAYLIGHT STUDIOS

URL: WWW.RAYLIGHT.IT



The 3D visuals are a mixture of average and crushingly awful

Just as an octogenarian granny with brittle bones wouldn't attempt to take part in the world limbo championship, so GBA developers should know their limits.

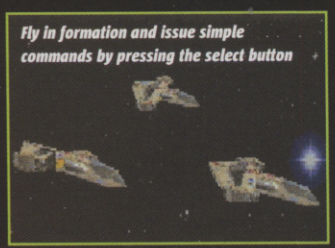
Epic space combat simulations with branching stories are all well and good on home consoles and PC, but you need special programming skillz to create this kind of experience on GBA.

MING COMMANDER

The jerky full-motion video sequences and a bizarre point-and-click interface to navigate around the screens are your first warning that this is a misguidedly over-ambitious title.

The risible script and cheesy characters destroy any atmosphere the game hopes to create, but far worse are the space battles. Anyone fancy trying to locate tiny enemy craft against the blackness of space on the GBA screen while your own super-sensitive movement sends you reeling off target if you so much as breathe on the controller? Didn't think so.

Wing Commander: Prophecy reportedly marks the first in a new trilogy of games, but if this is the shape of things to come they needn't bother with the rest.



Fly in formation and issue simple commands by pressing the select button

VERDICT

The story stuff is far too cheesy and naff to be taken seriously while the actual gameplay is too flawed to be enjoyable. **Lee**

GOOD VS BAD

- Video sequences
- 48 missions
- Story changes with your actions
- Awful script and rubbish characters
- Shooting enemies down is too hard

IF YOU LIKE THIS TRY THESE...
- Star X (GBA)
- Star Wars Jedi Fighter (PS2)

5 OUT OF TEN

BLOODRAYNE™

Blades 'n' babes but no meat!

GAME INFO BOX

NUMBER OF PLAYERS: 1

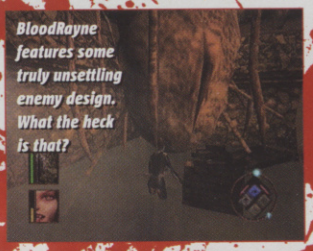
COST: £39.99

PUBLISHER: VIVENDI

OUT: NOW

DEVELOPER: TERMINAL REALITY

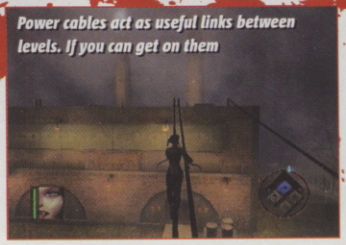
URL: WWW.BLOODRAYNE.CO.UK



BloodRayne features some truly unsettling enemy design. What the heck is that?

Rayne isn't your average leather-clad crime-fighting vampire. Oh no. She's a kick-ass kung fu master, a dab-hand with her twin-fisted blades and has boobs so terrifyingly buoyant, she could take out whole rooms full of the undead if she unleashed them in close confines.

At the outset of the game, Rayne is hired by a secret society to rain her claret-drenched fury down on the mysterious forces, forces that are turning the dim-witted inhabitants of a small Louisiana swamp into gun-toting minions of the undead.



Power cables act as useful links between levels. If you can get on them

RAYNE OF TERROR

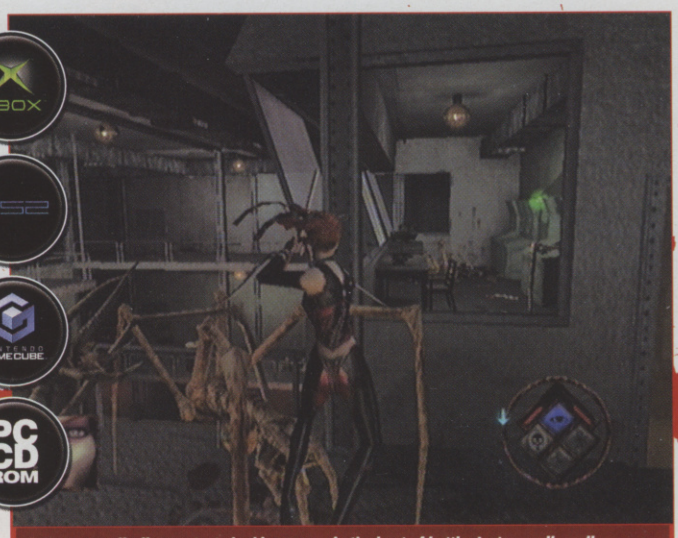
BloodRayne is an all-out third-person action game and your heroine has a slew of moves at her disposal. The shoulder buttons enable her to slash her foe while simultaneously emptying her guns into the heads of any oncoming threat. What a lovely lady.

What's more, thrust bodily injustice upon enough enemies and she can unleash her super-gory Bullet Time-inspired Blood Rage attack, bumping up her strength ten-fold in a torrent of slo-mo slashtastic retribution.

While this all sounds marvellous in principle, BloodRayne simply isn't fun to play. Rayne controls with all the grace of a pregnant cow.

Her attacks are sluggish to the point of pad-hurling frustration whenever confronted by a room full of zombies, and precise jumping sections are an exercise in tedium when battling with the stubborn camera. She also has a tendency to leap into the air like she's on a pneumatic pogo stick.

Throw into the fray the bland, repetitive gameplay and visuals, the endless stream of identical foes and the paint-by-numbers mission objectives, and you're looking at a game that has 'rental' practically burned into its code. And only then if you really have a thing for scantily clad vampires with wayward bosoms.



Rayne can pull off some tasty-looking moves in the heat of battle. Just as well, really

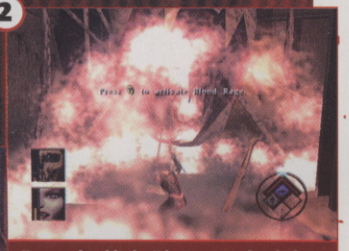
SEEING RED

As Rayne hacks her way through Hell's unspeakable army, her Blood Rage gauge steadily increases. Once full, she can unleash a Matrix-inspired blade-attack frenzy on her enemies. It's entertaining at first but the slow-motion speed of the action quickly becomes tiresome.

1

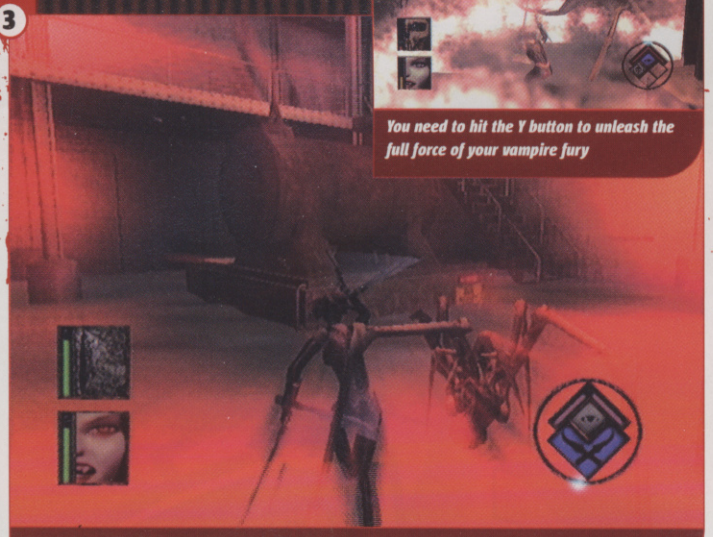
Keep mashing up your enemies until your Blood Rage gauge is full up

2

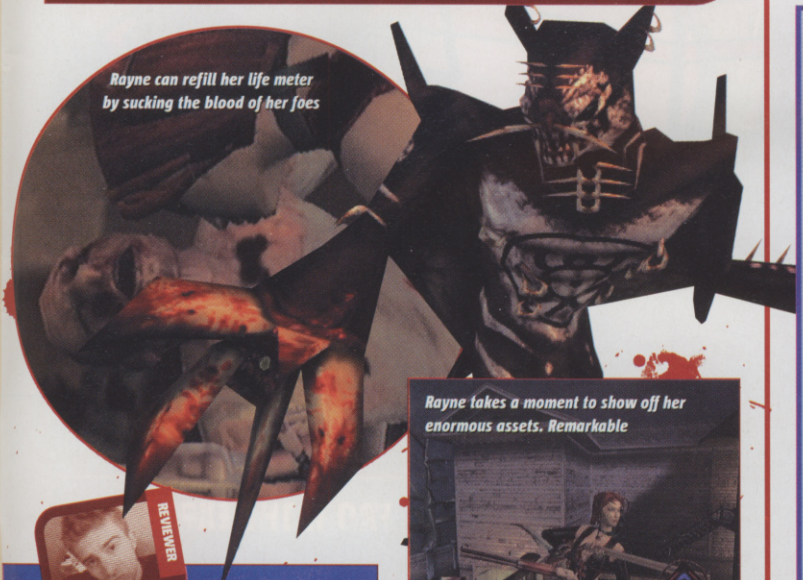


You need to hit the Y button to unleash the full force of your vampire fury

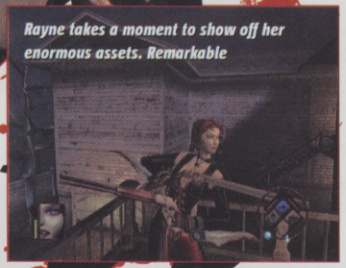
3



Shred the undead into minced cadaver until the gauge is empty again



Rayne can refill her life meter by sucking the blood of her foes



Rayne takes a moment to show off her enormous assets. Remarkable

The night-vision mode highlights important mission objectives and enemies

REVIEWER
MATT WALES

CVG VERDICT

A melting pot of good ideas and enticing promise. It's just unfortunate that it's been mixed by a blind chef with no hands. **Matt Wales**

GOOD VS BAD

- Stylish character design
- Intriguing premise
- The breast physics
- Sluggish controls
- Repetitive gameplay
- Lacklustre visuals

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE...
- Buffy The Vampire Slayer (Xbox)
- Wolverine's Revenge (Xbox)

RESIDENT EVIL 2

GAME INFO BOX

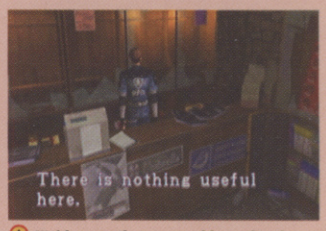
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: CAPCOM
OUT: NOW
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM

The streets are burning and the zombies are hungry. Very hungry

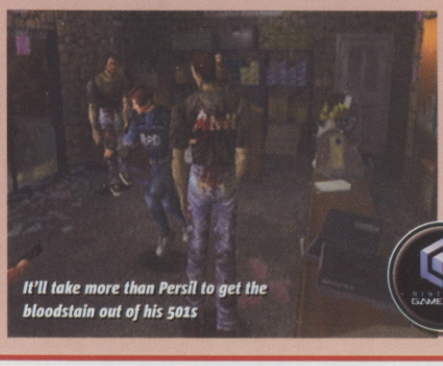
Unlike the glorious tarted-up and reworked re-release of the first Resi game on GameCube, this instead is a bog-standard port of the ancient PSone title.

Play as either Claire or Leon through quite a good story that's let down by awful, un-enhanced PSone visuals and a control system that dates back to before you could do a quick-turn on the spot. Aargh.

An essential chapter in the Resi universe, but a bit of a faff to play through by today's standards.



We'd argue that you could use the glass shards to stab zombies, but whatever

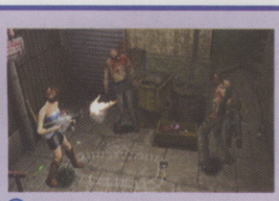


It'll take more than Persil to get the bloodstain out of his 501s

6 OUT OF TEN

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: CAPCOM
OUT: NOW
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM

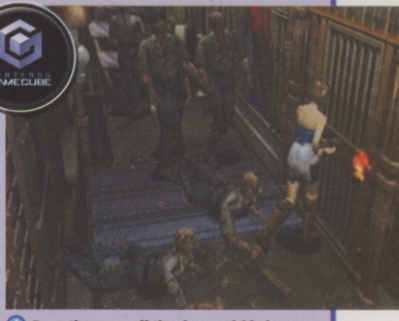


Undead freaks in the kids' play area. Quick, call the council!

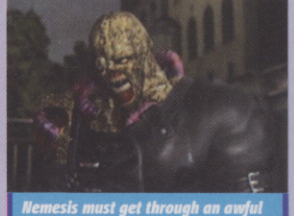
RESIDENT EVIL 3

Looking slightly better than Resi 2, the third game introduces the fantastically frightening Nemesis creature that literally hunts poor Jill down throughout the entire game.

Unfortunately, it also introduces the universally hated ammo combos, where you have to combine ammo elements to make different types of bullets. It's far more jumpy than Resi 2 and cleverly tells the story of what happens before and after the events of Resi 2. This looks poo, but plays mostly great.



Burn the rope off the door quickly in a bid to get away from the zomboss



Nemesis must get through an awful lot of toothpaste tubes

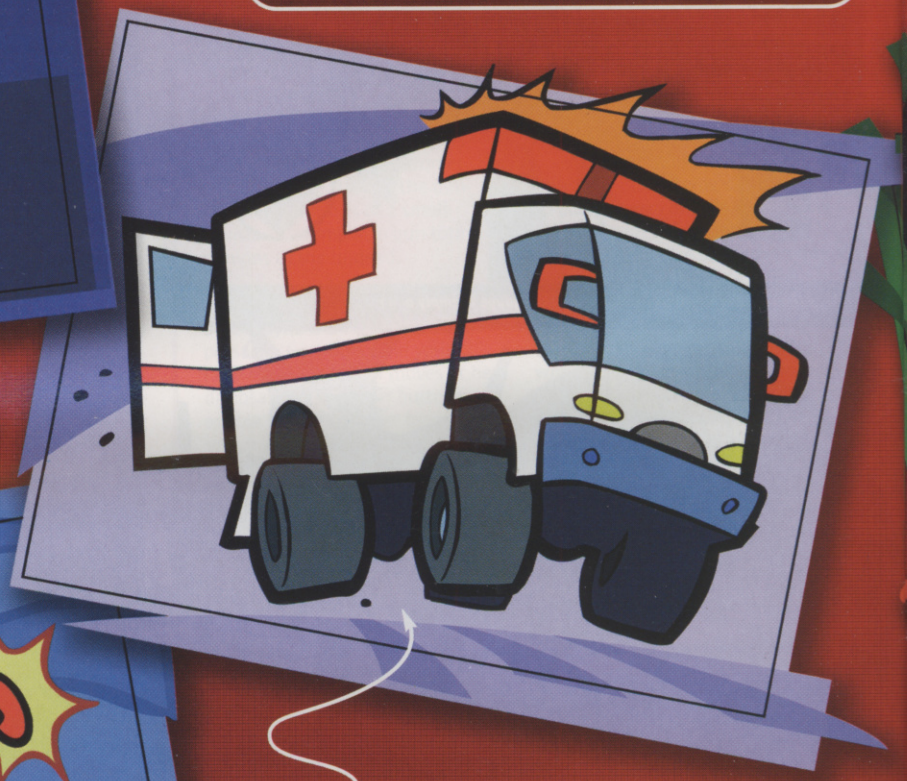
7 OUT OF TEN

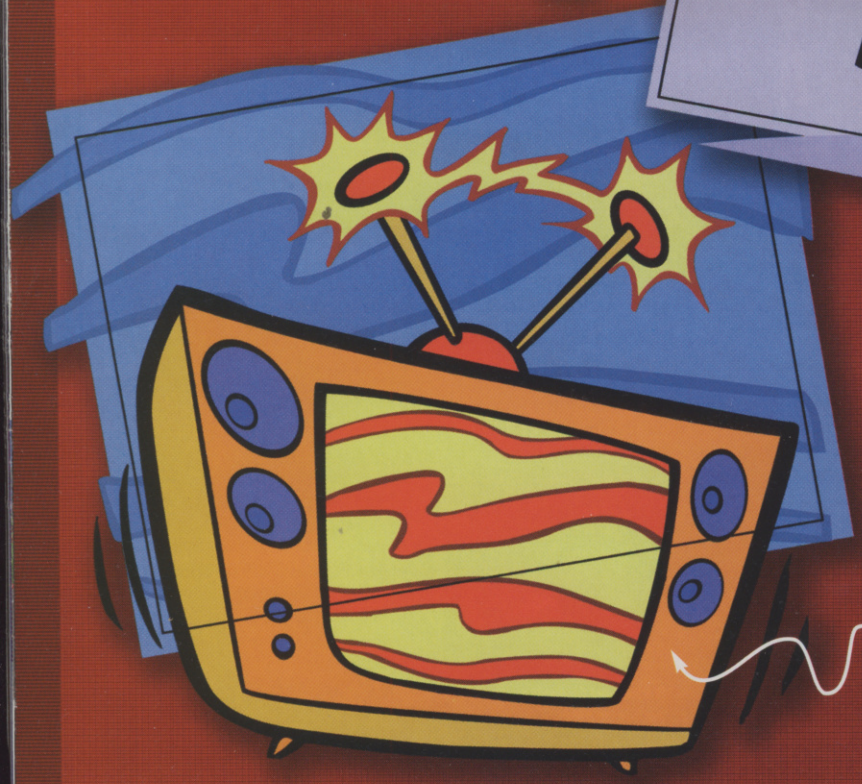
LOG ON AND LOAD UP

Still hungry for more even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites

HOTTEST GAMING NEWS

ComputerAndVideogames.com is Europe's leading online news service covering games on a global scale. Any self-respecting games fan simply cannot afford to miss the latest developments on PS2, Xbox, Game Boy Advance, GameCube and PC from around the world. There's only one place to keep up and that's here. CVG's news is an essential part of your daily routine.





ESSENTIAL TIPS FROM THE EXPERTS

CheatStation is one of the biggest sources of gaming tips, cheats and guides on the Internet, supplying 37,558 cheats for 8877 games on 40 formats. Features such as being able to vote on any cheat make ComputerAndVideogames.com's service the best in the world. There's absolutely no need to go anywhere else.

KILLER COMPETITIONS

Fact: the best online competition prizes around are to be found on ComputerAndVideogames.com. Consoles, games, TVs and everything else you could ever need to make your gaming life a luxury fly out of our hands faster than you can say, "I need free stuff". Don't be a mug: you've got to be in it to win it.

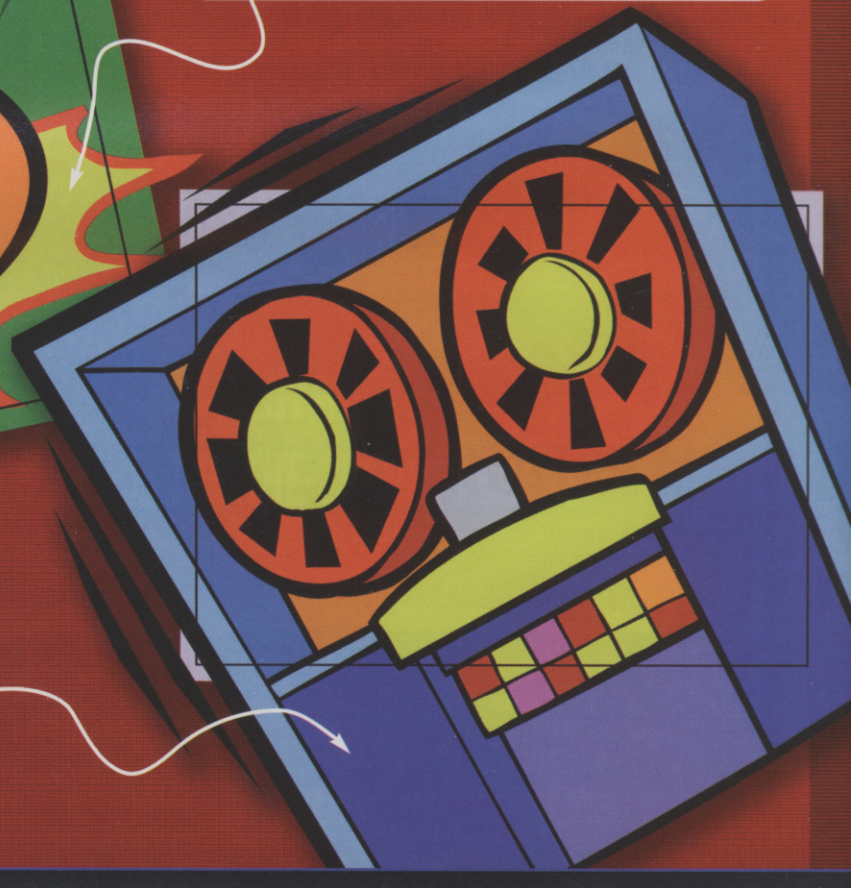
ON INFO!

IT'S GOOD TO TALK

There's no better place on the Web to meet like-minded people than on our forums. Feel the need to spout on about your passion? We have bulletin boards for PS2, Xbox, GameCube, Game Boy Advance, PC, Mac, PSone, Dreamcast, N64, music and film, cheats, our online ranking service CSports.net and a general place to talk games. Join the party right now!

FIND THE GAME YOU WANT

Our site is fit to burst with an enormous amount of archived news, reviews, previews, features, cheats and downloads. Looking for some screenshots? We have thousands of them. And using our simple navigation, finding exactly what you want on any format couldn't be simpler: allow us to take the pain of searching out your gaming addiction!



PLAY BEFORE YOU PAY!

All the demos, exclusive movies, patches, add-ons and extras you could ever want are available on ComputerAndVideogames.com for free. Updated daily, our service brings you the very best the Web has to offer. We even supply speedier downloads for a small charge. Be sure to try here before you buy.

www.computerandvideogames.com

computer and video games

4 FREE ISSUES

Subscribe to CVG and you can **save up to £14** a year on the shop price – that's like getting **4 issues FREE!** Plus, if you're not 100% satisfied, simply cancel your subscription within 2 weeks of receiving your 3rd issue to get a full refund!

Reply today and you can pay as little as £4.97 every 3 issues. That's much better than paying £2.85 for one issue in the shops.

YOUR AMAZING OFFER:

- Save up to £14 a year – equivalent to 4 FREE issues
- FREE £5 GAME voucher in every issue
- FREE gift with every issue
- FREE delivery straight to your door
- The best games reviews on all formats, first!

What are you waiting for? **CALL NOW: 0845 126 0393** or complete and return the form below

☐ **YES!** I want to save up to £14 on CVG – equivalent to 4 FREE issues.

OR ☐ I am already a subscriber. Please extend my subscription with this offer.

YOUR DETAILS Please complete in BLOCK CAPITALS

FORENAME SURNAME

ADDRESS

POSTCODE

DAYTIME PHONE E-MAIL

3 EASY WAYS TO PAY (UK ONLY)

Complete section 1 – Cheque, 2 – Credit/Debit Card, 3 – Direct Debit

CHEQUE OR CREDIT/DEBIT CARD PAYMENT

Just £20.28 for 12 issues (SAVE £13.92)

1 I enclose a Sterling cheque made payable to Dennis Publishing Ltd

2 Please charge my: ☐ VISA ☐ AMEX ☐ MasterCard ☐ Switch (Issue no. ☐)

Card Number Expiry date

Signed Today's date

3 ☐ **DIRECT DEBIT PAYMENT (UK ONLY)**

Just £4.97 every 3 issues (SAVE £14.32 over a year)

Instruction to your Bank or Building Society to pay by Direct Debit — DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST WD7, Bristol BS32 0ZZ

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name of

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Soc. Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

NOW RETURN THIS FORM TO:

Computer And Video Games Subscriptions, FREEPOST WD7, Bristol BS32 0ZZ (NO STAMP REQUIRED)

☐ Please tick this box if you do not wish to receive details of further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. ☐ Please indicate here if you do not wish to receive occasional e-mails about carefully chosen products and services from companies other than Dennis Publishing Ltd.

You will be able to view your subscription details online at **www.subsinfo.co.uk**

ORDER REF: P305

NEXT MONTH

DON'T MISS THE GAMING EVENT OF THE YEAR

CVG'S MASSIVE SUMMER PREVIEW

• EVERY NEW GAME ★ HOTTEST INFO •

• NEVER-BEFORE-SEEN PICS ★ BEHIND-THE-SCENES ACCESS •

Contents subject to change without prior notice

PLUS!

ENTER THE MATRIX

The biggest movie of the summer gets a game, and we've got the review. Don't miss it!

VIRTUA FIGHTER 4 EVOLUTION

Mike reckons it's the greatest fighting game ever, but will the CVG review back him up? Find out!

GOLDEN SUN 2

GBA's monster RPG gets a sequel you *have* to see!

PLUS!

TRUE CRIME: STREETS OF LA • NEIGHBOURS FROM HELL • WWE CRUSH HOUR • SOCOM • BRUTE FORCE • WOLFENSTEIN & MORE!

computer and video games

ISSUE 261 ON SALE THURSDAY 5 JUNE

computer and video games

ALL NEW !

ORDER HOTLINE 0906 663 0601

available for
Nokia, Motorola, Samsung, Sagem, Ericsson

POLYPHONIC JAVA GAMES COLOUR PICTURS

CHART HITS

23300 50 Cent, In Da Club
23301 Afroman, 'Cause I Got High
23302 Anastasia, Paid My Dues
23303 Aqua, Barbie Girl
23304 Ashanti, Foolish
23305 Atmic Kitten, Last Goodbye
23306 Avril Lavigne, SK8er Boi
23307 B2k, Bump Bump Bump
23308 Baha Men, Let Dogs Out
23309 Beenie Man, Streelife
23310 B.Knowles, Work It Out
23311 Big Brovas, OK
23312 Blazing Squad, Crossroads
23313 Blink 182, Small Things
23314 Blue, Sorry's the Hardest
23315 Britney, Oops I Did It Again
23316 Busta Rhymes, Make Clap
23317 Busted, Year 3000
23318 Camron, Hey Ma
23319 Cheeky Girls, Cheeky Song
23320 C.Aguillera, Beautiful
23321 C.Aguillera, Dirrty
23322 C.Milian, U Look At Me
23323 Coldplay, Clocks
23324 Coolio, Gangstas Paradise
23325 Cntng Crws, Big Yellow Taxi
23326 Craig David, Hidden Agenda
23327 D12, Purple Hills
23328 D.Bdngfld, If UR Not The One
23329 D.Minogue, Needle On It
23330 D.Minogue, Begin To Wonder
23331 Darius, Colourblind
23332 Darren Hayes, Insatiable
23333 David Gray, The Other Side
23334 D.Sneddon, Stop Living Lie
23335 Dth In Vgs, Scorpio Rising
23336 Destiny's Child, Bootylicious
23337 Dr. Evil, Hard Knock Life
23338 Electric Six, High Voltage
23339 Elvis, Suspicious Minds
23340 Eminem, Lose Yourself
23341 Emma B, Took You So Long
23342 E.Iglesias, Love 2 See U Cry
23343 Erasure, Solsbury Hill
23344 Eve, Gangsta Loving
23345 Eve, Let Me Blow Your Mind
23346 Fatboy Slim, Praise You
23347 Gareth, Anyone Of Us
23348 Gris Ald, Snd Of Undergrnd
23349 Gorillaz, Clint Eastwood
23350 Green Day, Basket Case
23351 HearSay, Lovin' is easy
23352 Holly Valance, Naughty Girl
23353 Ja Rule, Thug Lovin
23354 J.Wayne, Because The Night
23355 Jay Z, Girls Girls Girls
23356 J.Lo, Jenny From The Block
23357 J.Lo, All I Have
23358 Justin, Cry Me A River
23359 JXL, Less Conversation
23360 Kelly Llorena, Heart Of Gold
23361 K.Osborne, Papa Don't Prch
23362 Kelly Rowland, Stole
23363 K.Minogue, Out of my head
23364 Las Ketchup, Ketchup Song
23365 Liam Lynch, Whatever
23366 Liberty X, Holding On For U
23367 Ll Cool J, Love You Better
23368 Mary J Blige, Rainy Dayz
23369 Michael Jackson, Thriller
23370 Ms. Dynamite, DyNaMiTee
23371 Missy E, Get Your Freak On
23372 Moby, In my world
23373 Moloko, Familiar Feeling
23374 Ms. Dynamite, Put Him Out
23375 N.Imbruglia, Beauty On Fire
23376 Nelly Frtrdo, I'm Like A Bird
23377 Nelly, Hot in Here
23378 Nickelback, U Remind Me
23379 Nirvana, Teen Spirit

CHART HITS continued

23380 NORE, Nothing
23381 Oakenfold, Starry Eyed
23382 Oasis, Songbird
23383 I True Voice, Sacred Trust
23384 OPM, Heaven Is A Halfpipe
23385 Outkast, The Whole World
23386 Pink, Family Portrait
23387 Punjabi MC, M To Bach Ke
23388 Puretne, Addicted To Bass
23389 RHCP, The Zephyr Song
23390 Ricky, Rhinestone Cowboy
23391 Robbie, Come Undone
23392 Romeo, It's All Gravy
23393 Ronan, Love It When U Do
23394 S.Mumba, I'm Right Here
23395 S.Whatmore, Automatic
23396 S.Whatmore, I Lost You
23397 SClub, Don't Stop Moving
23398 Sean Paul, Gimme Light
23399 Shaggy, Hey Sexy Lady
23400 Shakira, Objection
23401 Shakira, Whenever
23402 Shania, Gonna Getcha
23403 Sinead, Can't Break Down
23404 S.E.Bextor, Take Me Home
23405 Steps, Tragedy
23406 S-phonics, Have Nice Day
23407 Sugababes, Shape
23408 Sum 41, Still Waiting
23409 Supergrass, Grace
23410 TATU, The Things She Said
23411 Topldr, Dncng In Mnlight
23412 V.Carlton, Ordinary Day
23413 Verve, Bitter Sweet
23414 Village People, Y.M.C.A.
23415 Vines, Outtathaway
23416 Westlife, Uptown Girl
23417 Pop Idols, Long Winding

TV & FILM

23200 21st Century Fox
23201 A Team
23202 Addams Family
23203 Airwolf
23204 Austin Powers
23205 Banana Splits
23206 Benny Hill
23207 Beverly Hills Cop, Axel F
23208 Big Brother
23209 Bob The Builder
23210 Chris Bendit, Shooter
23211 Chyna, Who Am I
23212 Coronation Street
23213 Coyote Ugly
23214 Dallas
23215 Deerhunter
23216 Deliverace, Banjos
23217 Dukes Of Hazzard
23218 Eastenders
23219 E.Guerrerd, Latino Heat
23220 ET
23221 Friends
23222 Ghostbusters
23223 Godfather
23224 Good, Bad And The Ugly
23225 Grease, One That I Want
23226 Great Escape
23227 Ground Force
23228 Halloween
23229 Harry Potter
23230 Hawaii 5 0
23231 Hyundai Ad, Sticking
23232 Indiana Jones
23233 Inner Circle, Bad Boy
23234 Jackass
23235 James Bond
23236 J.Bond, Die Another Day
23237 Jaws
23238 Kid Rock, Cowboy

TV & FILM continued

23239 Knightrider
23240 Kurt Angle, Medal
23241 Lita, It Just Feels Right
23242 Little Mrmd, Under Sea
23243 Lord Of The Rings
23244 Magnificent Seven
23245 Mancini, Baby Elephant
23246 Match Of The Day
23247 Matrix
23248 Men in Black II
23249 Mission Impossible
23250 M.Python, The Bright Side
23251 Mortal Kombat
23252 Munsters
23253 Muppet Show
23254 Only Fool And Horses
23255 Pink Panther
23256 Pulp Fiction
23257 Raven, What About Me
23258 Rocky, Eye Of The Tiger
23259 Scooby Doo
23260 Simpsons
23261 Smpsns, Itchy & Scrtchy
23262 Six Feet Under
23263 Snowman
23264 Sopranos
23265 Southpark, Kyles Mom
23266 Sthpark, Chocolate Balls
23267 Spiderman, Original Theme
23268 Star Wars
23269 Terminator Theme
23270 Billy Gunn, I've Got It All
23271 The Rock, Pie
23272 Too Cool, Turn It Up
23273 Top Of The Pops
23274 Triple H, The Game
23275 Winnie The Pooh
23276 X-Files

70's 80's 90's

23100 Abba, Dancing Queen
23101 B52s, Love Shack
23102 Beatles, Lady Madonna
23103 Blur, Song2
23104 B.Jovi, Living On A Prayer
23105 Buggles, Video Killed
23106 Busta Rhymes, Woo Haa
23107 C.Douglas, Kng Fu Fghtng
23108 D Lite, Groove In Heart
23109 Donna Summer, Hot Stuff
23110 Elton, Candle In The Wind
23111 Elvis Presley, All Shook Up
23112 Eric Clapton, Layla
23113 Europe, Final Countdown
23114 Frankie, Relax
23115 Gary Numan, Cars
23116 House Of Fun, Madness
23117 Jackson 5, ABC
23118 John Lennon, Imagine
23119 Kool & Gang, Celebration
23120 L.Sayer, Feel Like Dancing
23121 Marvin Gaye, Grapevine
23122 Hammer, Can't Touch This
23123 Men At Work, Down Under
23124 Mike Oldfield, Tubular Bells
23125 Mtrhead, Ace Of Spades
23126 Mousse T, Horny
23127 New Order, Blue Monday
23128 Prince, Kiss
23129 Queen, Bhemian Rhapsody
23130 Reel 2 Reel, Like 2 Move It
23131 R.Palmer, Addcted To Love
23132 R.Stewart, Think I'm Sexy
23133 Salt N Pepa, Push It
23134 Sam & Dave, Soul Man
23135 Soft Cell, Tainted Love
23136 Sting, Every Breath
23137 Tom Jones, Sex Bomb
23138 U2, With Or Without You

DANCE ANTHEMS

23000 ATC, Around The World
23001 Bombfunk Mcs, Freestyler
23002 Cosmic Gate, Fire Wire
23003 Darude, Sandstorm
23004 Delirium, Silence
23005 Divine Insp., The Way
23006 DJ Otzi, Hey Baby
23007 DJ P.Piper, Do U Like It
23008 Dj Quicksilver, Bellissima
23009 DJ Sammy, Boys Summer
23010 Eiffel 65, Blue
23011 Energy 52, Cafe Del Mar
23012 Fatboy, Right Here
23013 Flip & Fill, Shooting Star
23014 I.Van Dhl, Castles In Sky
23015 Jaimeson, True
23016 Jakata ft. Seal, My Vision
23017 Jnr, Snr, Move Your Feet
23018 J.Vries, The Opera Song
23019 Lasgo, Alone
23020 Layo, Love Story
23021 Mel C, I Turn To You
23022 Milk Inc., Walk On Water
23023 Milk Inc., Superstar
23024 N-Trance, Set U Free
23025 N-Trance, SYF(Rob Searle)
23026 Planet Funk, Chase Sun
23027 Prodigy, Firestarter
23028 Robert Miles, Childen
23029 Royksop, Poor Leno
23030 Rui Da Silva, Touch Me
23031 Scooter, Logical Song
23032 Scooter, Posse
23033 Spiller, Groovejet
23034 Sprmen Lovers, Starlight
23035 Underworld, Born Slippy
23036 Vengaboys, Boom Boom
23037 W.D.F., Shiny Disco Balls

GAME TONES - Mono Only

13156 1942
13181 720 Degrees
13198 Afterburner
13158 Airwolf
13199 Altered Beast
13200 Arkanoid
13006 Auf W Monty
13162 BombJack
13243 Boulderdash
13205 Bubble Bobble
13208 Castlevania IV, Level 1
13277 Castlevania, Simon
13061 Chase HQ
13097 Donkey Kong
13216 Double Dragon
13041 Dragon Ninja
13098 Frogger
13168 Ghosts n Goblins
13221 Golden Axe
13222 Gradius
13028 Gremlins
13223 Gunsmoke
13188 He-Man
13247 Lazy Jones
13283 Mario Bros. 3, Level 1
13226 Mario Bros., Level 1
18758 Mario Sun, Delfino Plaza
13275 Mario World, Intro
13116 Mouse Trap
13985 OutRun, Magical Shower
13987 Pac Man
13121 Rick Dangerous
13278 Sonic, Hill Zone
13280 Soul Edge, Edge Master
13263 Street Fighter II, Guile
13254 Street Fighter II, Title
13228 Tetris
13134 Wonderboy
13288 Zelda 2, Intro

JAVA GAMES

Available for:
Nokia 6100,
6610, 7210,
7650

Order Code: 30000

The objective of B-Man is to find your way through the mazes and caves to the exit door of each level. In most levels, you also need to clear the monsters from the area. There are a lot of monsters living in the mazes so beware and look for any treasures!

Available for:
Nokia 6100,
6610, 7210,
7650

Order Code: 30001

Twenty thousand years ago, at the dawn of the Ice Age, three completely mismatched creatures have been brought together by a twist of fate.
Sid, a fast-talking and comical sloth, Manfred, a moody woolly mammoth, and Diego, a sinister sabre-tooth.

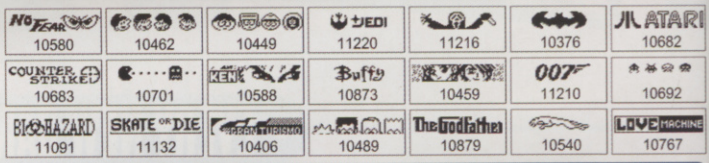
Available for:
Nokia 3410,
3510i, 6100,
6310i, 6610,
7210,7650

Order Code: 30002

Global Grand Prix is a game you won't be able to stop playing. The game features two modes of play. Start off your driving career by racing in the fiercely competitive drivers championship. If you place in the race you'll earn championship points and improve your vehicle.

VERTICALS

OPERATOR LOGOS



PICTURE MESSAGES

HOW TO ORDER

BY PHONE

1. Browse the list and make a note of the order code
2. Dial 0906 663 0601 from any landline or mobile
3. Follow the simple instructions

Your order should arrive shortly after you finish the call

BY TXT

1. Browse the list and make a note of the order code
2. Compose a text message as show below and send it to 84025

Type "Send CVG Phone Code"

For Nokia: Send CVG Nok 12345
For Ericsson: Send CVG ERI 12345
For Sagem: Send CVG SAG 12345
For Samsung: Send CVG SAM 12345
For Motorola: Send CVG MOT 12345

Your order should arrive shortly after you send the message

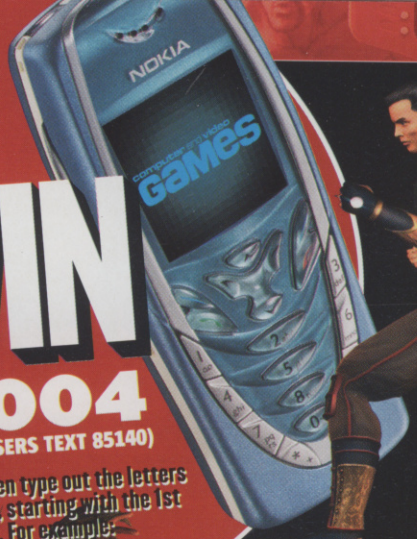
0906 663 0601

LOADS MORE TO CHOOSE FROM AT:

WWW.FUTUREMOBILE.NET/CVG

When ordering by phone BT landline calls cost £1.50 per minute. Calls should last between 2 and 3 minutes, you must complete the call to receive your order. Calls from mobile phones may cost more. TXT ordering costs £4.50. Java games cost £7.50. Your order should be with you within a matter of minutes. Please check your handset compatibility before placing your order. Your phone must be enabled for WAP to download Polyphonic Ringtones, Colour Pictures, and Games. If you do not receive your order within 24hrs please contact our customer services department: Services@FutureMobile.net Callers must be over 16 to use this service and permission gained from the person/company that pays the phone bill. Future Mobile Ltd. may use data to make offers to you. If you DO NOT wish this please email us at Support@FutureMobile.net Future Mobile Ltd. acknowledges all trade marks and copyrights as being those of their respective owners. Any perceived infringement should be brought to our attention at our postal address: Future Mobile ltd, PO Box 74, Crowborough. TN6-3YE. This service is provided by Future Mobile Ltd.

TEXT TO WIN



TEXT YOUR ANSWERS TO 84004
(T-MOBILE USERS TEXT 85140)

How to enter: first type 'CVG JUNE' then type out the letters corresponding to the correct answers, starting with the 1st question and ending with the 1st prize. For example:

'CVG JUNE ABCA'* CALLS COST NO MORE THAN 50P

WICKED WIDESCREEN 28" SAMSUNG WS28V53NS INC CAB TV WITH NICAM STEREO PLUS! AN XBOX PLUS! A COPY OF TAO FENG

"ANSWER MY QUESTIONS OR I'LL RUB YOUR FACE CLEAN OFF YOUR SKULL"

E-FENG HELL!

WIN A BULGING FISTFUL OF GLORIOUS GAMING GOODNESS!

That's right, my son. One day, all this will be yours. Well, it could but first you have to enter our awesome compo.

To celebrate the launch of Xbox's spectacular exclusive new fighter Tao Feng, we've teamed up with Microsoft to bring you the chance to win this stunning gaming set-up, complete with wide-screen telly, Xbox and a copy of the game, worth a total of £770. How good is that?

Only one reader will bag the main killer combo, so pull your finger out and fill in our coupon below. Five runners up bag a copy of the game each.

CUT ALONG HERE

GO ON-WIN IT

Fill in this coupon and send entries to:

CVG Tao Feng Compo,
CVG, **CCVG603A**,
Dennis Publishing,
PO Box **154**,
Bradford, BD1 5RZ

QUESTION 1

Question 1: The two warring parties in Tao Feng are called the Black Lotus and the Pale Mantis. True or false?

A.True ..... ☐

B.False ..... ☐

QUESTION 2

Question 2: What type of energy do Tao Feng's fighters use for special attacks and healing?

A.Chi ..... ☐

B.Kamasutra ..... ☐

Enter your details below

Title:
Forename:
Surname:
Address:

Postcode:
Daytime tel no:
Email:

IMPORTANT: No more than one entry per household

☐ Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age

☐ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd

☐ Please tick here if you are a current subscriber

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 4 June 2003** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodafone, Orange, BT Cellnet (O2), and T-Mobile customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

TRUE CRIME

STREETS OF LA™

Kang can carry different types of weapon in each hand

Any true action hero worth his salt can dive and fire at the same time

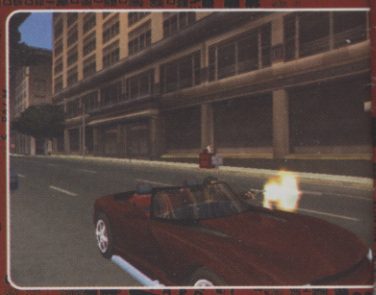
BUSTED: EXCLUSIVE NEW SCREENS, INFO & DEVELOPER INTERVIEW!

It's moyda out there. First there was the Liberty City episode, then Tommy Vercetti whacks Mark Hammond and makes a clean getaway. Both families are plenty happy as their organisations made a mint from the surrounding publicity, but Tommy's got to lie low for a couple of years till the heat's off.

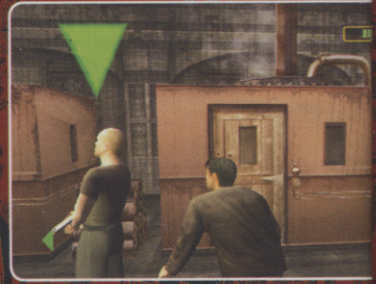
Which means every wise guy in the city's out to fill his boots. Trouble is, how do you tell the difference between the real made men and the small-time button men?

Luckily, your family has paid all its dues, and Godfather CVG is here to protect your console bambino from the attentions of all but the biggest contenders.

And trust us, with some inspired innovations on the formula GTA pioneered, a branching storyline, a massive living city to tear up, slick Matrix-style slo-mo scrapping and a multi-format release several months before Driver 3, True Crime hero Nick Kang has all the makings of a true contender this autumn.



Luxoflux's LA is so huge it'll take you half an hour to drive from one end of the city to the other



One of CVG's preferred techniques: take them down when they're not looking. Asleep is even better...

PUBLISHER
ACTIVISION
DEVELOPER
LUXOFLUX
OUT: SEPTEMBER 19

ONLINE GAMING

IN A NUTSHELL

Fighter-shooter-driver, inspired by Honk Kong action flicks. Take 240 square miles of LA, elements of Vice City, The Getaway, Max Payne and Dead To Rights, throw in some RPG touches, martial arts and wrestling attacks, plus mad car combos, and you'll see Luxoflux doesn't just want to emulate the success of GTA – it wants to blow its head clean off.

GC

WWW.LUXOFLUX.COM

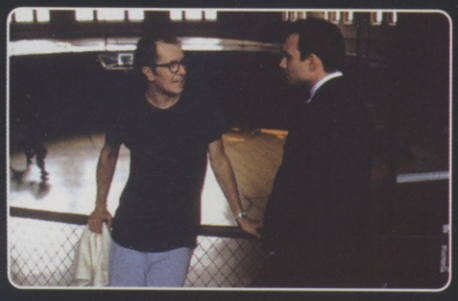
DO YOUR OWN THANG, KANG

As hardened cop turned undercover Elite Operations Division operative Nick Kang, you set out to take down LA's Chinese and Russian organised crime gangs. But as the story develops, you begin to discover the truth about your father's death.

This is where it gets cool: the main plot, written by 'Hollywood screenwriters' and set after LAPD's Rampart Scandal in the late Nineties, branches off depending on the path Kang chooses. For instance, if he tackles so many scenarios in a particular way, the course of his life changes, his brother gets killed and Kang goes on a rampage.

You need to do at least half of the 100 or so main story missions spread over 12 episodes to get to the three different endings. The ending you get will depend on how you choose to tackle the game; influential factors include whether you shoot perps or arrest them and how many missions you complete fully. So there's plenty of replay potential.

The story missions are a mix of driving, fighting, shooting and stealth, so mastering all disciplines is a smart idea. However, because the missions themselves also branch, there's no pass or fail as such, just different ways of progressing. For instance, one particular tail mission has four unique outcomes, depending on whether you choose to follow cautiously, aggressively, shoot the car up or lose it.



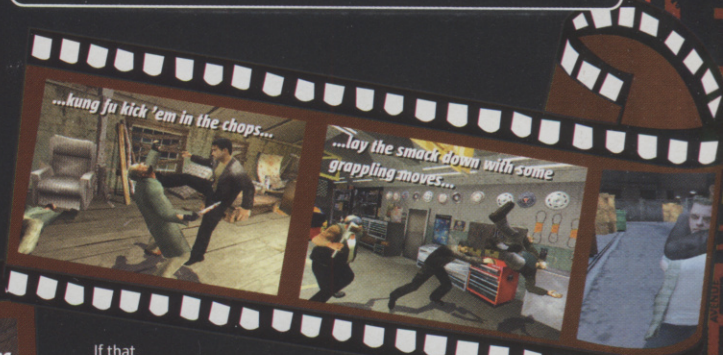
Voice acting credits include the class Brit thespian Gary Oldman

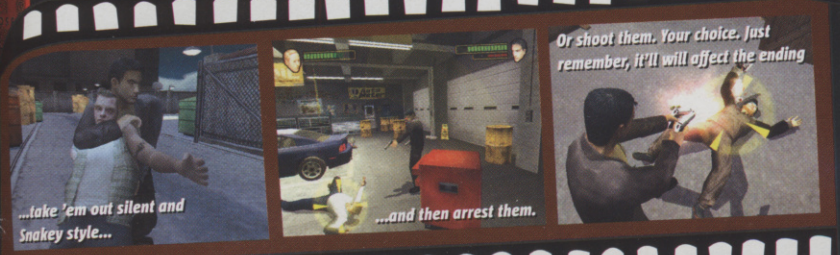
TRUE CRIME STREETS OF LA

"It escalates: the more that happens in the game and the more you decide just not to do things, the scarier it gets in the city. And the more guys you lose in the main story mission, those guys come back in the city to haunt you as well later. It's cool for them to come back because you become the hunted rather than the hunter."

TRUE CRIME STREETS OF LA

"The first might be a robbery – you didn't catch him, and he might go onto a bank and it becomes a bigger deal. Now instead of a chase on foot that mission has escalated into a weapons-based chase in cars, or guys running on foot with hardcore weapons."





If that sounds a little too scarily freeform, don't worry. There's a tracking system in place so players can see what their rating is at the end of every episode.

Then there are the random crimes, split into stuff that's going on in the city all the time (like purse snatching) and around 100 or so set-piece missions with the outcome determined by the consequence of your actions. These have multiple ranges of difficulty, and occur depending on where you are and whether you've achieved success in this kind of mission before.

Luxoflux, the team behind the Vigilante 8 series, has developed an ingenious-sounding way of generating and escalating random crime, determined by how you play Kang. Producer Chris Archer explains more in the quote boxes...

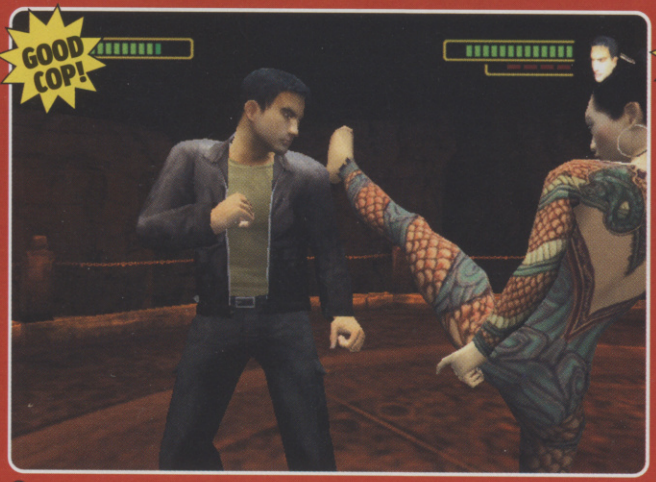
True Crime's got all the main genres covered except sports

TRUE CRIME STREETS OF LA

"It's really scary sometimes when these bad guys pop up at any given time, spot you and they're all coming at you. We've had two cars full of bad guys chasing you, all shooting and your car is just getting obliterated. We didn't include that in the tally of how many missions there are."

GOOD COP OR BAD COP?

One of True Crime's more ambitious features is the way it keeps track of how you choose to play, pushing you towards one of three different endings. Since your actions have a consequence, it pays to think carefully before applying the good or bad cop routine. In other words, it comes down to cause and effect – all very Zen, in fact.



Avert your eyes to spare the tattooed lady her modesty. Very noble, but frankly stoopid

Saddam special: human shields are a tad ungentlemanly – but gruesomely effective

AS GOOD AS YOU ARE

Remember how if you worked long enough at Vice City's side missions, you earned a few basic character upgrades, such as more health? Well, rewarding players for taking time out from the main missions to develop useful skills is an integral part of TC too.

Only this time the benefits are far more tangible in the form of increasingly cool new moves. You have to be competent enough to earn them at training schools, which you can only get into by bagging points for completing random missions (see p107).

TRUE CRIME

"Points turn to shields and the shields gain you access to these dojos. You spend your shield at the door and you're challenged by a number of different things. We have fighting challenges where there are dummies and senseis. We have gun challenges where there's a traditional firing range, target practice, as well as an FBI-like set-up where you're running around and targets are popping up. We also have a driving simulator where there's a track and some other things we're not talking about yet."

Looks like you've got that new move licked. Now hit the streets and try it on some perps

TRUE CRIME

"Each of these things gives you abilities, items etc. For the driving there's a 180° turn that can be learned two different ways, one going forward and one going in reverse. Like some other games, you have to train to get these, and if you fail, you have to go back out on the streets and try again later. The same goes for the fighting and shooting. If you have a certain success in the dojo or gun range and you get a particular item. We have grapple moves and finishing moves, we have speed, skill of fighting, we have shooting skill, guns etc. etc."

If you've seen the trainer video trailers for True Crime on www.computerandvideogames.com, you'll already be aware of True Crime's slick and slightly sick humour. The developer has also been dreaming up scores of cool one-liners and put-downs to periodically drop into the action and dialogue, giving the characters the kind of ice cool attitude we all wish we had when under pressure. Our fave so far is this fashion tip: "Hey buddy, do they sell men's clothes where you bought that?!" Ouch.

THE CITY OF ANGELS

Only in America: some companies requested Luxoflux to set robberies in their properties

Much like the GTA titles, True Crime's LA is a living city and so it's up to you decide what you want to do and how much you want to explore, though naturally knowing the layout of the city will pay off for missions like tailing.

The city is absolutely massive. At 240 square miles, it's several times bigger than Vice City and The Getaway's London. It'll take you 30 real minutes (even driving like a nutter) just to motor from one end to the other. Luxoflux used GPS technology to recreate the city layout as accurately as possible too, from the backstreet shortcuts to the massive freeway interchanges.

There'll be instantly recognisable buildings and some under licence like Capitol Records, though don't expect every house and office to be accurately modelled and in the right place. For practicality's sake, generic building models have had to be used for particular districts.

There are also plenty of interior locations too (more than in The Getaway), not all of which relate directly to the story missions, plus pretty much everything apart from the walls themselves is destructible.

MRS WHIPPY

Take the time simply to sit back and watch some of the fine upstanding citizens on the streets of Luxoflux's LA and you'll notice the lengths it's going to in order to give each section of town a distinct feel.

Hang out with the low-lifes in the tough parts of town and you'll see guys in shreds so garish even Stevie Wonder wouldn't wear them, oozing attitude as they cruise the pavements in a 'don't mess with me' manner.

And if you see a character that looks suspiciously out of place for that part of town, it could be your cue to frisk him down.

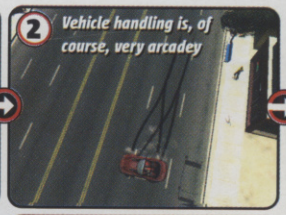
TRUE CRIME

"We have different areas populated with different communities. There's other groups that we haven't mentioned to you that are involved in the story – which is a real surprise for people when they see who's running the whole show."

DIRTY IN DOWNTOWN

Two-hundred-and-forty square miles may sound huuuuge, but you'll be burning up large sections of LA even on basic chase missions like this in Downtown. Anyone taking bets on whether Activision will include a paper streetmap of LA with the disc?

1 Your police radio alerts you to random crimes

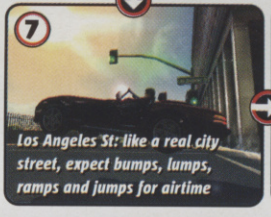

2 Vehicle handling is, of course, very arcadey

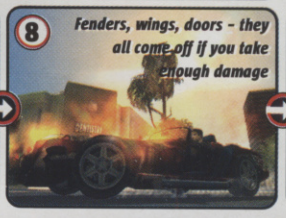
3 There's over 30 types of regular vehicles Kang can commandeer

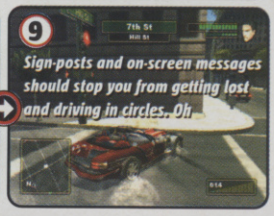
4 Head-on! Shoot the crazy dude

5 Detroit St: damned perp messed up my paintwork

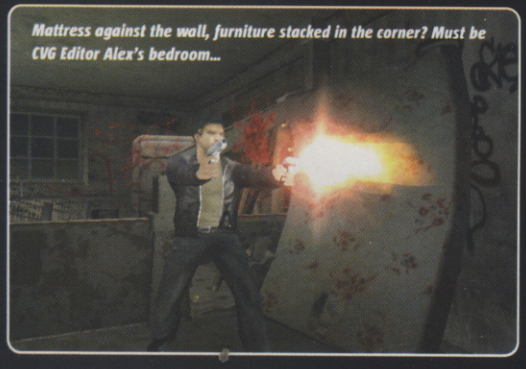
6 Who is this guy, James fekking Bond?

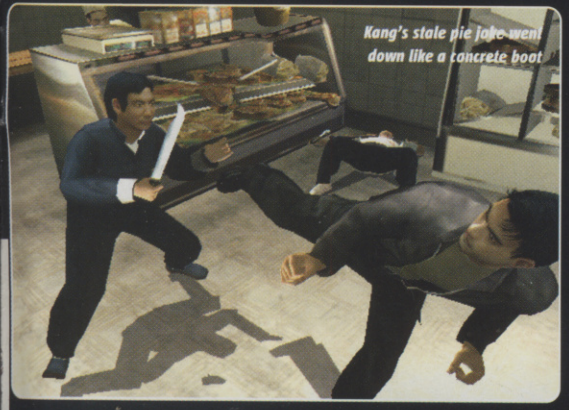

7 Los Angeles St: like a real city street, expect bumps, lumps, ramps and jumps for airtime


8 Fenders, wings, doors - they all come off if you take enough damage


9 Sign-posts and on-screen messages should stop you from getting lost and driving in circles. Oh

TRUE CRIME STREETS OF LA "There's way more stuff that you don't have to see in the game than there are actual missions. You're always going to find something in the city. If I was going to say anything about bonuses or things that are hidden, think stuff that's happened in LA that would be crime related. Lots of fun stuff. It doesn't have to be crime related - there's other stuff as well."


Mattress against the wall, furniture stacked in the corner? Must be CVG Editor Alex's bedroom...

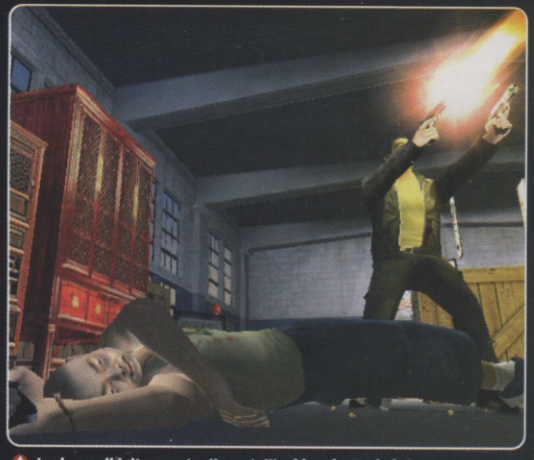

Kang's stale pie joke went down like a concrete boot

But you don't go to such lengths without good reason, and Luxoflux is promising that players will be free to do plenty of other cool stuff aside from the story and random crime missions mentioned earlier. Quoted here are a few hints about these rewards for dedicated players, though many are still being worked up, even as we write this.

CRIME AND PUNISHMENT

Okay, so what's to stop you from burning up every red light in town, or going postal at every minor offence? Well, nothing really. But True Crime has a sophisticated engine running in the background keeping track of how you take guys down and what you do. Also, if you randomly shoot people on the street you could land in trouble with the boss, or they could pull their own weapon on you...

TRUE CRIME STREETS OF LA "We don't overtly penalise the player for doing things the bad cop way. But there is a consequence for your actions."


Look, we didn't mean to. Honest. Would a plaster help?

TRUE CRIME STREETS OF LA "You're watching somebody play and a random crime pops up that says there's a domestic disturbance. The player drives over to that location to see what the domestic disturbance is and sees two women arguing. Instead of getting out and just questioning or arresting the people on the sidewalk, he decides to run them over. It changes the whole scheme of the random crime - the women get knocked over or jump out the way, and they both run."

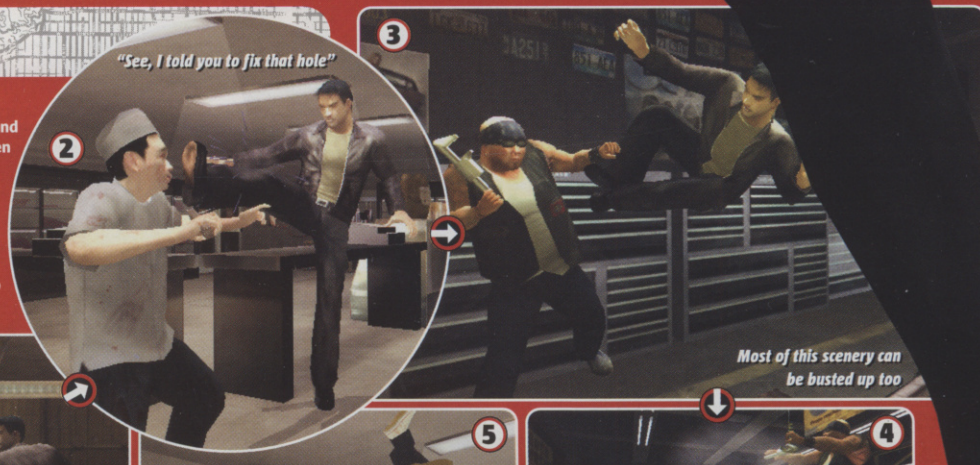
TRUE CRIME STREETS OF LA "Now you have two (perps) to deal with. At that point either one of those characters could pull a weapon, could do a number of different things, could car-jack a car and then it becomes a chase and then you have one person on foot and one in a car. It evolves as you play, and how you play affects how it changes."

TRUE CRIME STREETS OF LA "We have jumps and things like that. It's a huge city - you're not going to put a jump on every block but you're going to put them where they make sense. The nice thing about LA is that it's naturally hilly in certain areas so even if it's not a placed jump, we're having a lot of fun just running the car up Hill St in Downtown LA and trying to see how many stop lights we can jump before we land, things like that. It's a lot of fun already just to do that, and those things are just starting to get put in."

MARSHALL ART

Kang has a few more basic fighting moves up his sleeves when he starts out, but as he beats dojos and acquires new abilities, he turns into a cross between Jackie Chan and The Rock, mixing high-kicking, punching, throwing and grappling attacks.

Ten different styles of martial arts have been motion-captured, including Judo and Wu Shu. Enemies also get different combinations of moves, making them much less predictable, so you'll want to practise them on some hapless fool before you go into set-piece fights that affect mission paths.



Just one left, and he's not got much remaining health to his name

"Take that!" What a toss-ah!

Kick him under the car and it will crush him

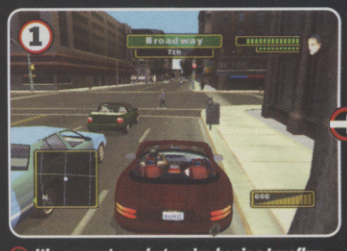
FOUR WHEELS GOOD, TWO WHEELS GREAT

In such a vast city, you'll be spending quite a bit of time behind the wheel of various non-licensed cars and motorbikes, and a few other surprise vehicles besides, no doubt (please, God, either a fuel tanker or a kick-ass jet!). And naturally you'll want to look your best while painting LA with wheel rubber.

What you need are some fancy moves, and luckily True Crime does just this through a series of button combos you need to earn (see box on p108) and then master to pull off manoeuvres so outrageous they put Stuntman to shame.

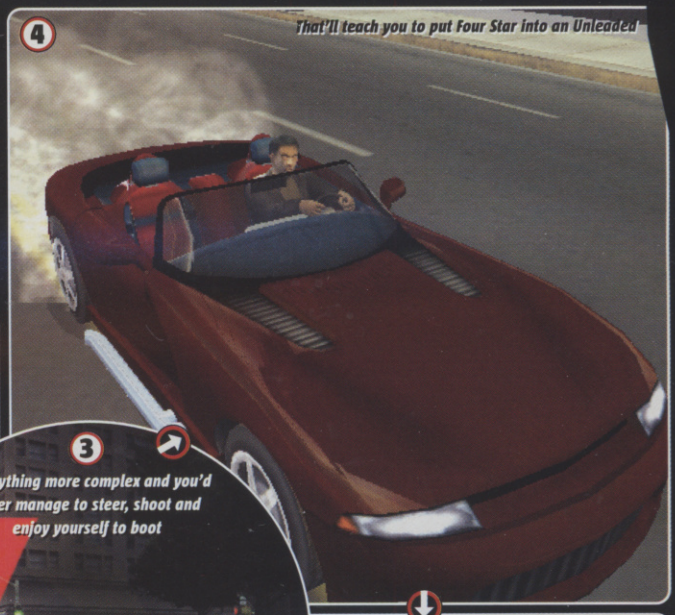
Just like in the movies, you can bust out 180° turns while being tailed, and carry on travelling in the same direction but in reverse while firing at your chasers. Or, if one of your wheels comes off the ground when cornering and you hit the right combo at the right moment, you can switch to two wheels and continue on while firing. Utterly insane.

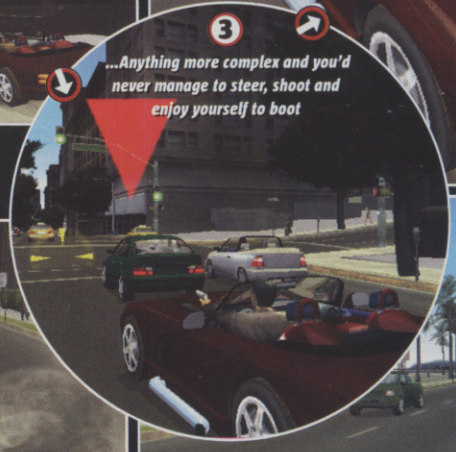
Imagine what some of the other moves will be and the possibilities when it comes to chase missions through the backstreets, between narrow gaps and over crazy jumps. And if the bad guys can do it too, we demand a replay mode to watch it all in slo-mo after!



It's a sweet car, but we're hoping Luxoflux will confiscate Mr Whupass's cheesy personalised number plate

Targeting which car to convert into a sieve couldn't be easier...





Kang's main car can be upgraded and repaired - but at a price. So try to keep it in good nick

Kang's too busy gawping at the reflections in the windscreen to watch the road...

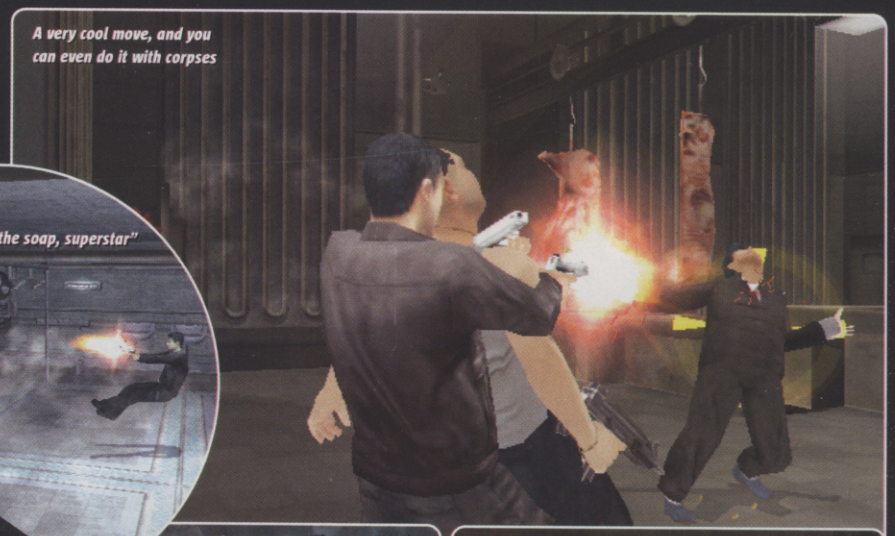
SLOW-MOFO

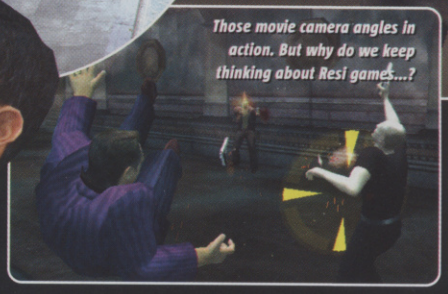
As if driving and martial arts weren't enough, True Crime has some cool shooter moves too. Starting with the ability to fire a different weapon in each hand, you can mix the firepower of a Mach-10 with a pistol or a shotgun – and even aim each arm independently.

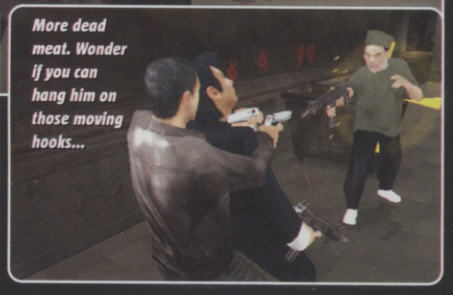
Then there's the Matrix/Max Payne cinematic slo-mo mode, allowing Kang to pull off acrobatic jumps and dives while firing midair, using the analog stick to aim for different parts of enemies' bodies as he earns more skills. We saw it in action as Kang tore a nightclub to pieces in a gunfight that probably only lasted a few seconds in real time but, in time-warp, went on for a good few minutes.

To maintain a movie feel, camera angles can switch to whatever perspective the action looks best from, sometimes leaving Kang in the background firing into the screen at enemies just in front of you. It's not as confusing as it may sound, thanks to target locking.

"No, I won't pick up the soap, superstar"


A very cool move, and you can even do it with corpses


Those movie camera angles in action. But why do we keep thinking about Resi games...?

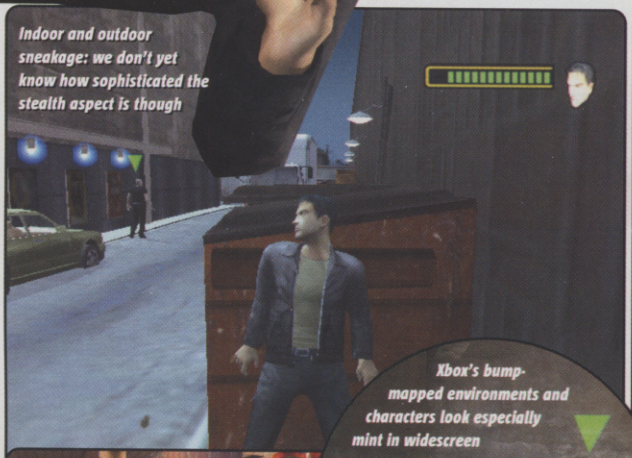

More dead meat. Wonder if you can hang him on those moving hooks...

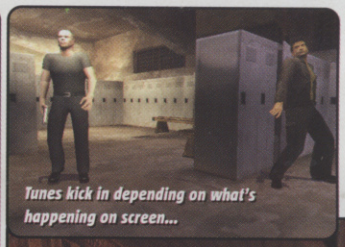
SOLID KANG

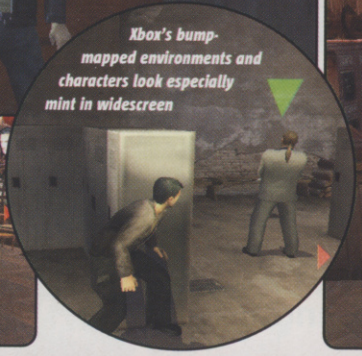
He's certainly no Solid Snake or even Sam Fisher, but Kang knows the value of stealth. Some missions require him to try to sneak through guards without raising the alarm, silently dispatching some while ducking past others.

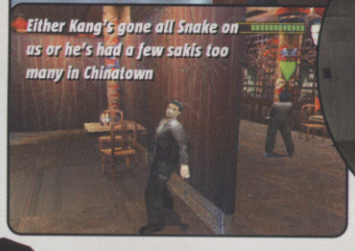
To that end, his arsenal includes that old favourite, the sniper rifle, as well as silenced weapons, while on the mêlée front, he can take enemies out from behind like a ninja – if he can get close enough without making too much noise.

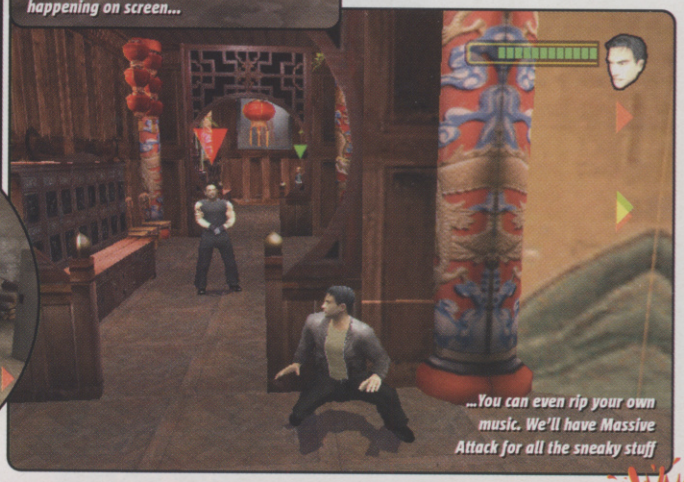
The stealth bits we've seen all relate to missions where failure to be sneaky enough simply opened up a different mission path.


Indoor and outdoor sneakage: we don't yet know how sophisticated the stealth aspect is though


Tunes kick in depending on what's happening on screen...


Xbox's bump-mapped environments and characters look especially mint in widescreen


Either Kang's gone all Snake on us or he's had a few sakis too many in Chinatown


...You can even rip your own music. We'll have Massive Attack for all the sneaky stuff

FIRST IMPRESSIONS

Admittedly, we've only seen separate elements of True Crime up and running, so we don't know how well it all ties together. But the individual pieces have the potential to add up to something very exciting that plays differently every time.

Ensuring there's enough rewarding non-mission stuff to do will make it worth exploring such a massive city (here's hoping Kang can swim!). But even if you just follow the main missions, it will take you around 40 hours to finish if you do them perfectly first time, so it's a big game we're talking about.

Nor is there currently anything like it on Xbox or GameCube. Provided that PlayStation 2 players don't come over all snotty about the game not being exclusive like Grand Theft Auto and The Getaway, True Crime: Streets Of LA should shift faster than a looter in a Baghdad jewellery shop.

CVG OPINION

Aside from the obvious tributes, TC has a bunch of its own ideas that sound so cool we expect to see them in the next GTA. Next issue: hands on! **Pete**

WE LOVE

- Massive city, dynamic story
- Loads to do besides missions
- Cool RPG and car combo ideas

WE HATE

- No big licence recognition
- Unclear how well the non-mission gameplay ties together

Games Dojo

Import Video Games Specialist

www.games-dojo.com

Mail Order Hotline: 0207 511 2982

Opening hours: Mon to Fri 10am - 6pm, Sat 10am - 5pm

The latest releases at the best prices!

VISA SOLO SWITCH MasterCard AMERICAN EXPRESS

UNICORN Computers LTD

IN ASSOCIATION

PerfectPlay Damaged Discs Made New

LOOK!

CD's RESTORED

Have you got Scratched or dirty discs that jump or don't play at all?
We can repair virtually all disc damage, returning the CD to AS NEW Pristine condition. No longer do you have to throw them away.

PSone, PS2, XBOX, GAMECUBE, SEGA, PC, AUDIO, DVD

OFFER EXTENDED
For every 3 CD's you have Restored you get another one done
ABSOLUTELY FREE!!
thats 4 for the price of 3

For more info and order Forms

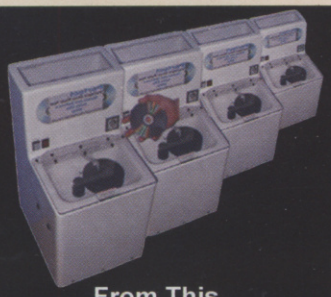
Visit our web site at www.unicorn.yorks.com

Fast
Friendly
Guaranteed
Or your money back

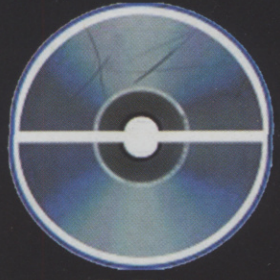
Games and Software..£4.49 Per Disc
Movie DVD's.....£3.99 Per Disc
Audio CD's.....£3.49 Per Disc

Postage & Packing
1-4 CD's add £2.00 to order
5-10 CD's add £3.50 to order
11+ CD's add £5.00 to order

Please make cheques and Postal orders made payable to Unicorn Computers LTD
Credit cards welcome



From This



To This

We can remove
Deep Scores, scratches, grease, dirt, scuffs, ink, liquids Etc.

Send your discs to
Unicorn Computers LTD
1 Park Lane, Clayton
Bradford, WestYorkshire
England, BD14 6AR

TEL : 0870 162 8998

NEW AGE CONSOLES

UNIT 1117 WHITGIFT CENTER, CROYDON, SURREY, CRO 1QH

HOTLINE : 0208 686 1680

BUY ONLINE @ WWW.NEWAGECONSOLES.COM

!!! WE HAVE AN INCREDIBLE SELECTION OF US/JAP IMPORTS NOBODY HAS MORE !!!

Latest US Import Games

Most US import games £49.99 - £54.99 call for latest prices

- Midnight Club II
- .Hack Part 2: Mutation
- Evil Dead: Fist Full of Boomstick
- Hulk 5/27
- Dragon's Lair 3D
- Auto Modellista
- Zone of the Enders: 2nd Runner
- Xenosaga: Episode I
- High Heat Baseball
- JamPack Summer 2003
- SOCOM U.S. Navy Seals (w/o Headset)
- ChopLifter: Search and Rescue
- Indycar Series
- Speed Kings
- Gunfighter 2: Return of Jesse James

With Bonus

Over 1500 video game products online right now !!

We also stock a massive range of Japanese imports and UK PAL stock for Xbox - PS1 - PS2 - GameCube - Gameboy Advance - Dreamcast - N64

NEW STORE NOW OPEN
80 NORTH STREET
BRIGHTON
BN1 1ZA

PRICES CHANGE DAILY PLEASE CALL FOR LATEST PRICES AND RELEASES

PS2
Universal PS2 console plays all UK/US/JAP import games £259
PS2 Import adapters CALL/See site
PS2 High Resolution VGA Adapter £29.99

PS one
PS one PSX change CD V2.0 Stealth play all imports £19.99

XBOX
Universal Xbox console plays all UK/US/JAPgames £225 including 2 games!
Xbox import game mod (soldering required) £29
Xbox RGB Plus (with Optical Audio Out /S-Video out) £23

GAMECUBE
Import Gamecube console plays US/JAP games (stepdown not included) £125
Panasonic All Region DVD Gamecube plays US/Jap games £375

Gameboy Advance
Gameboy Advance & Fitted Afterburner £99.99
Pokemon Ruby and Saphire £36.99
PS2, GameCube, XBOX, Universal VGA Box - use any console on your PC monitor £39.99

100's of games, hardware & merchandise for Xbox, Gamecube, PS2, GBA, Dreamcast, Saturn!

www.VideoGameCompany.com

Credit card sales hotline: 01437 766321 24 hr. / 07710 425019
Payment made to : Videogame Co., PO Box 6, Narberth, Wales, SA67 7YG

BUY - SELL - TRADE

CONSOLE & PC GAMES

RETRO & MODERN

BRING OR SEND BY POST WITH SAE FOR CASH

GAMES EXCHANGE
56 Notting Hill Gate, London W11 ✆ 020 7221 1123

Open 7 days 10am - 8pm
Bring official ID with address & signature when selling or exchanging

HUGE SELECTION ON SALE

Call: 020 8972 9494 (24hrs)
email: info@kingcat.co.uk
mon/fri 10am-6pm

King Cat

All the latest Anime gear, check online for details or call for your brochure.

Play imports like Zelda with Freeloader

Dungeon Dice Monster

Huge stock of Yu-Gi-Oh!

Joey & Pegasus

Kaiba, Yu-Gi Decks & Lots of Boosters

new! GameBoy Advance

Action Kits

Super Android 13! Books

Box Sets

Garlic Jr. Trilogy 2

T-Shirts

Largest choice of DBZ Gear anywhere

new!

Pokemon Ruby & Sapphire

Pucca gear!!! visit puccastore.com for girls tops, bags, accessories etc...

Cardcaptor Sakura Keychains, Pencil Sets, DVD's, Books and more...

Escaflowne collectors Box set DVD

DVD's, Posters Action Figres, Trading Cards & loads more...

- The best Mail Order/Internet Anime store
- Best collectables from Japan/USA
- New stock arriving all the time.
- Call: 0906 557 5551 for your Colour Brochure & chance to win loads of Anime goodies! You can also Text for a brochure by sending: KINGCAT BROCHURE with your name & address and send it to: 81808
- All major credit/debit cards accepted.
- online ordering www.kingcat.co.uk

Payments to:
KING CAT
PO BOX 770A
SURBITON
KT7 0WL

Dial-a-Prize

Text to Win!!!

you can now win these great prizes by texting us. Just enter: KINGCAT along with the letter next to the prize.

Then send it to: 81808

eg: KINGCAT A JOHN

0906 577 5552
& Win, Win, Win!!!

C XBox
D GameBoy Advance
G Imac
H Latest choice of Mobile Phones! *

0906 577 5551
& Win, Win, Win!!!

A PS2 & Games
B Universal GameCube
E Latest Desktop PC *
F £200 worth of Anime Goodies! Yugioh, DBZ, you decide!

Calls to Dial-a-Prize cost £1.50 per minute, calls last average 2 minutes. Calls from mobiles may vary. Ask bill payer permission before calling. SMS messaging cost £1.50 plus your networks charge for sending the text. For info on rules and winners write to: King Cat PO BOX 770A Surbiton KT7 0WL. * The choice of computer and phones will vary. We shall give winners the latest specification at the time of prize draw.

CACKMAN©

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

MYSTIC CACKMAN

E3 is almost upon us. Even dumbass Americans can see that. But Cackman sees further than most. Cackman has seen into the future of gaming...

Looking into his magic crystal ball (well, that's what the guy on Camden market called it) Cackman is able to reveal exclusively in CVG the major, willy-waving scoops set to crack the videogaming gaming planet:

SONY

PlayStation overlord Ken Kutaragi's highly anticipated E3 address is met with a standing ovation when he announces that PlayStation 3 will be built upon the foundation of a new Original Software Development Program. Sadly this euphoria is short-lived when it emerges a translation error has occurred and he was really talking about Tekken 7.

NINTENDO

The Mario creator makes a dramatic push to grab the headlines by holding its entire press conference on an enormous Princess Peach bouncy castle. Alas, since only people with one trouser leg and former extras on naff rozzer soap The Bill are invited, the event passes largely unnoticed. But Cackman approves of the free milk and cookies.

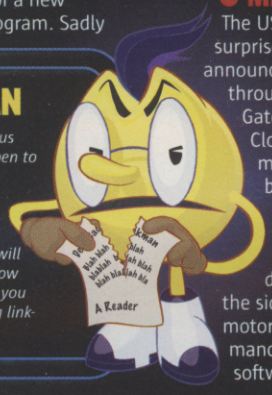
MICROSOFT

The US giant steals the show with the surprise unveiling of Xbox 2. In an announcement sending shockwaves through the gaming community, Bill Gates reveals he has created a massive Clone Army with the help of maths mekon Stephen Hawking, who has been the inspiration for the machine. Rumour has it that each clone will form the beating heart of every next-generation Xbox. And despite the huge increase in size, the side-mounted wheels and in-built motor make for excellent manoeuvrability. The voice recognition software still requires some work.

LETTERS TO CACKMAN

Dear Cackman,
I think you're well fit. Do you have a girlfriend?
Stacey Mackerelpants, Grimsby

Sadly Cackman must confirm he is happily married and only has eyes for Mrs. Cackman. Fortunately, pretty much every other part of Cackman's bulbous yellow body is open to offers from, well, whoever the hell is desperate enough. Tell you what, Cackman will be round tomorrow teatime to show you his new vibrating link-cable. Bzzt!



Cackman fondles his ball with both hands. Big lad

IDEAL NINTENDO GAMER REVEALED!

When Nintendo held its lavish launch event for GBA SP in London, were any real gamers or even games journos invited? Nope. It invited fashion ponce Wayne Hemingway instead. This is your fault. Reckon Nintendo is impressed by years of fanatical devotion to its games and systems? Think again. But by emulating Cackman's Ideal Nintendo Gamer, you too can become the Z-list nobody of Nintendo's dreams.

- ☑ 1) Ralf Little mask – no one recognises you! Result! Full marks!
- ☑ 2) Page 3 jugs – who needs games when your 36DDs get in the papers?
- ☑ 3) Leg warmers and kilt – you want Wayne Hemingway to think you're cool, don't you?
- ☑ 4) Louis Vuitton goodie bag – full of the freebies Nintendo gives to its 'special' friends

Congratulations! You look like a dick and know nothing about games. The invitation's in the post.

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

CALL ME 24/7, I'VE GOT WHAT YOU NEED!

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

GBOY ADV

Atlantis: The Lost Empire
Back Track
Breath of Fire
Broken Sword
Dragonball Z: Leg. Goku
Ecks Vs. Sever 2: Ballistic
Golden Sun
Hey Arnold: The Movie
L. of Zelda: Link to Past
Lord of Rings Two Towers
Mario Advance
Mario Kart Super Circuit
Mega Man Battle Net. 2
Metroid Fusion
Pokemon Ruby
Pokemon Sapphire
Pro Concept Racing
Road to Wrestlemania X8
Tomb Raider: Prophecy
Zelda: A Link to Past
Plus Many More...

GBOY COL

Action Man
Gold Pokemon
Grand Theft Auto
Harry Potter
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Trading Card
Pokemon Yellow
Polaris SnoCross
Silver Pokemon
Simpsons: Thouse Horror
Star Wars: Obi Wan Adv.
Tetris
Tetris DX
Wario Land 3
Yu-Gi-Oh!: Dark Duel St.
Zelda: Oracle of Seasons
Plus Many More...

N64

All Star Baseball 2001
Army Men: S's Heroes
Castlevania: Leg.of Dark.
Command & Conquer 64
Conkers Bad Fur Day
Micro Machines
Mission Impossible
Perfect Dark
Turok 2
Zelda: Majora's Mask
Zelda: Ocarina of Time
Plus Many More...

DR:MCAST

Army Men: S's Heroes
Ecco the Dolphin
House of the Dead 2
Kao the kangaroo
MDK 2
Ready 2 Rumble Boxing
Res. Evil: Code Veronica
Re-Volt
Sonic Adventure
Soul Calibur
Soul Fighter
Plus Many More...

PS ONE

Abe's Odysee
Alone in the Dark 4
Alundra 2
Breath of Fire 4
Broken Sword
Command & Conquer
Crash Team Racing
Digimon World
Digimon World 3
Dino Crisis
Dracula Last Sanctuary
Dracula Resurrection
Driver 2
Dune
Final Fantasy 7
Harry Potter
Harry Potter C.of Secrets
Hidden & Dangerous
LMA Manager 2001
Metal Gear Solid
Parasite Eve 2
Resident Evil 2
Resident Evil 3: Nemesis
Scooby Doo Cyber Chase
Silent Hill
Syphon Filter
Syphon Filter 2
The World is not Enough
Tomb Raider
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 3
Tony Hawk's 4
Yu-Gi-Oh! F. Memories
Plus Many More...

PC

Army Men: World War
Blood Omen 2
Broken Sword
Broken Sword 2
C&C: Red Alert 2
Champ. Manager 99
Commandos 2
Commandos B E Lines
Cossaks: European Wars
Delta Force
Deus-Ex
Grand Theft Auto
Grand Theft Auto 2
Harry Potter
Independence War
Jurassic Park
Mafia
Medal of Honor: All. Ass.
Might & Magic 7
Nightfire
Original War
Pharoah
Project IGI
RollerCoaster Tycoon II
Sim City 2000
Sim City 4
Sims
Sims Hot Date
Sims: Deluxe
Sims: Unleashed
Soldier of Fortune
Star Wars: Jedi Knight
Stronghold
Sudden Strike 2
Total Club Manager 2003
Plus Many More...

GAMECUBE

Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
Baldur's Gate: Dark All.
Batman Vengeance
Blood Omen 2
Bounty Hunter: Star Wars
Burnout
Capcom vs. SNK: EO
Conflict: Desert Storm
Crash Bandicoot
Crazy Taxi
Dark Alliance (B's Gate)
Dave Mirra BMX 2
Die Hard: Vendetta
Disney Sports Football
Eternal Darkness
FIFA 2003
Fifa World Cup 2002
Ghost Recon
Godzilla: D. all Monsters
Harry Potter C.of Secrets
James Bond: Nightfire
Jedi Knight 2
Leg. of Zelda: W. Waker
Lord of Rings Two Towers
Lost Kingdoms
Luigi's Mansion
Mario Party 4
Mario Sunshine
Medal of Honor Frontline
Metroid Prime
Minority Report
Monsters Inc. Scr. Arena
Mort.Kombat: Deadly All.
MX Superfly
Mystic Heroes
007 Nightfire
Phantasy Star Online
Pikmin
Reign Of Fire
Resident Evil
Resident Evil Zero
Robotech: Battlecry
Rocky
Rogue Leader
Scooby Doo: 100 Frights
Scream Arena Monst. Inc
Simpsons: Road Rage
Sims
Sonic Adventure 2 Battle
Sonic Mega Collection
Spiderman The Movie
Spy Hunter
Spyro: Ent.the Dragonfly
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 2
Super Smash Bros Melee
The Sims
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
WWE Wrestlemania X8
X-Men: Next Dimension
Zelda: The Wind Waker
Plus Many More...

X-BOX

Agent Under Fire
ATV Quad Racing 2
Azurik: Rise of Perthia
Baldur's Gate: Dark All.
Battle Engine Aquila
Blinx: The Time Sweeper
Blood Omen 2
BMX XXX
Buffy The Vampire Slayer
Champ. Manager 2001
Champ. Manager 2002
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Desert Storm (Conflict)
Dynasty Warriors 3
FIFA 2003
Genma Onimusha
Ghost Recon
GT 2002
Gun Metal
Halo
Hitman 2: Silent Assassin
I. Jones: Emperor's Tomb
Jedi Knight 2
Jet Set Radio Future
Jurassic Park Op Genesis
Legends of Wrestling
Legends of Wrestling 2
LMA Manager 2003
Lord of Rings Two Towers
Max Payne
Medal of Honor Frontline
Metal Gear Solid 2: Sub.
Minority Report
Mort.Kombat: Deadly All.
Moto GP
Munch's Oddysee
Nightfire
Oddworld: M's Oddysee
007 Nightfire
Phantom Crash
Project Gotham Racing
Quantum Redshift
Racing Evoluzione
Rallisport Challenge
Robotech: Battlecry
Roller Coaster Tycoon
Sega GT 2002
Serious Sam
Shenmue 2
Silent Hill 2: Inner Fears
Sims
Spiderman The Movie
Splinter Cell
Star Wars Jedi Starfighter
Star Wars: Jedi Knight 2
Terminator: Dawn of Fate
The Reckoning - Hunter
The Sims
The Thing
The Two Towers
Tiger Woods Golf 2003
Time Splitters 2
TOCA Race Driver
Tom Clancy's Splinter Cell
Tony Hawk's 3
Tony Hawk's 4
Transworld Surf
Turok: Evolution
Unreal: Champ. Edition
Wreckless: Yakuza Miss.
X-Men: Next Dimension
Plus Many More...

PLAYSTATION 2

A = 01
Ace Combat 4: S. Skies
Age of Empires 2
Agent Under Fire
Alone in the Dark 4
Ape Escape 2
Armoured Core 2
Atlantis 3: New World
B = 02
Baldur's Gate: Dark All.
Big Mutha Truckers
Blade 2
Blood Omen 2
BMX XXX
Burnout
Burnout 2 Point of Impact
C = 03
C.Bandicoot: W.of Cortex
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
D = 04
Dark Angel (J.Cameron)
Dead or Alive 2
Devil May Cry
Devil May Cry 2
Donald Duck: Quack Att.
Dragonball Z: Budokai
Dynasty Warriors 3
Dynasty Warriors 3 XL
E = 05
Escape Monkey Island
Evolution Skateboarding
F = 06
F1 2002
FIFA 2001
FIFA 2003
Final Fantasy 10
Formula 1 2001
Formula 1 2002
G = 07
G1 Jockey
Getaway
Ghost Recon
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
H = 08
Half Life
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Hitman 2: Silent Assassin
J = 10
J.Bond: Agent Under Fire
Jak & Daxter
James Bond: Nightfire
Jurassic Park Op Genesis
K = 11
Kessen 2
Kingdom Hearts
L = 12
Legends of Wrestling
Legends of Wrestling 2
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 13
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Minority Report
Mort.Kombat: Deadly All.
N = 14
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
O = 15
Onimusha 2
Onimusha: Warlords
007 Nightfire
P = 16
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer 2
Project Eden
Project Zero
R = 18
Ratchet and Clank
Rayman 3
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: C. Veronica X
Robot Wars
S = 19
Scooby Doo: 100 Frights
Scorpion King
Shadowman 2
Silent Hill 2
Sims
Sky Odyssey
Sly Racoon
Smackdown! 4: Shut Y.M.
Smugglers Run 2
Soldier of Fortune
Soul Calibur 2
Soul Reaver 2
Spiderman The Movie
Splinter Cell
Spyro: Ent.the Dragonfly
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
State of Emergency
Stuntman
Summoner
Summoner 2
Syberia
T = 20
Tekken 4
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Getaway
The Mummy Returns
The Sims
The Thing
Theme Park World
This is Football 2003
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom Clancy's Splinter Cell
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
V = 22
Vice City, G.T.A.
W = 23
Way of the Samurai
Worms Blast
WWE Smackdown! S.Y.M.
Z = 26
Zone of the Enders
Plus Many More...

PlayStation
PlayStation 2
PC
XBOX
GAME CUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 755

AGED UNDER 16, CALL THIS NUMBER

09066 096 515

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

There is only one

real

Rygar

...and it's not you

if you must prove your gladiatorial prowess...

...play the game

wanadoo TECMO PlayStation 2

Rygar: The Legendary Adventure. © Tecmo LTD. 2003 Tecmo ® and the Tecmo logo are registered trademarks of Tecmo LTD. Published by Wanadoo Edition. Developed by Tecmo, LTD

62649

There is only one

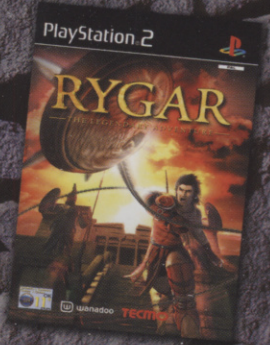
real

Rygar

...and it's not you

if you must prove your gladiatorial prowess...

...play the game



wanadoo TECMO PlayStation 2

Rygar: The Legendary Adventure. © Tecmo LTD. 2003 Tecmo ® and the Tecmo logo are registered trademarks of Tecmo LTD. Published by Wanadoo Edition. Developed by Tecmo, LTD

MATRIX POSTER SPECIAL

computer and video games

BE A CHAMP AT YU-GI-OH! ONLY IN CVG

HALF-LIFE 2
EXCLUSIVE FIRST PICS & INFO!

JAK II

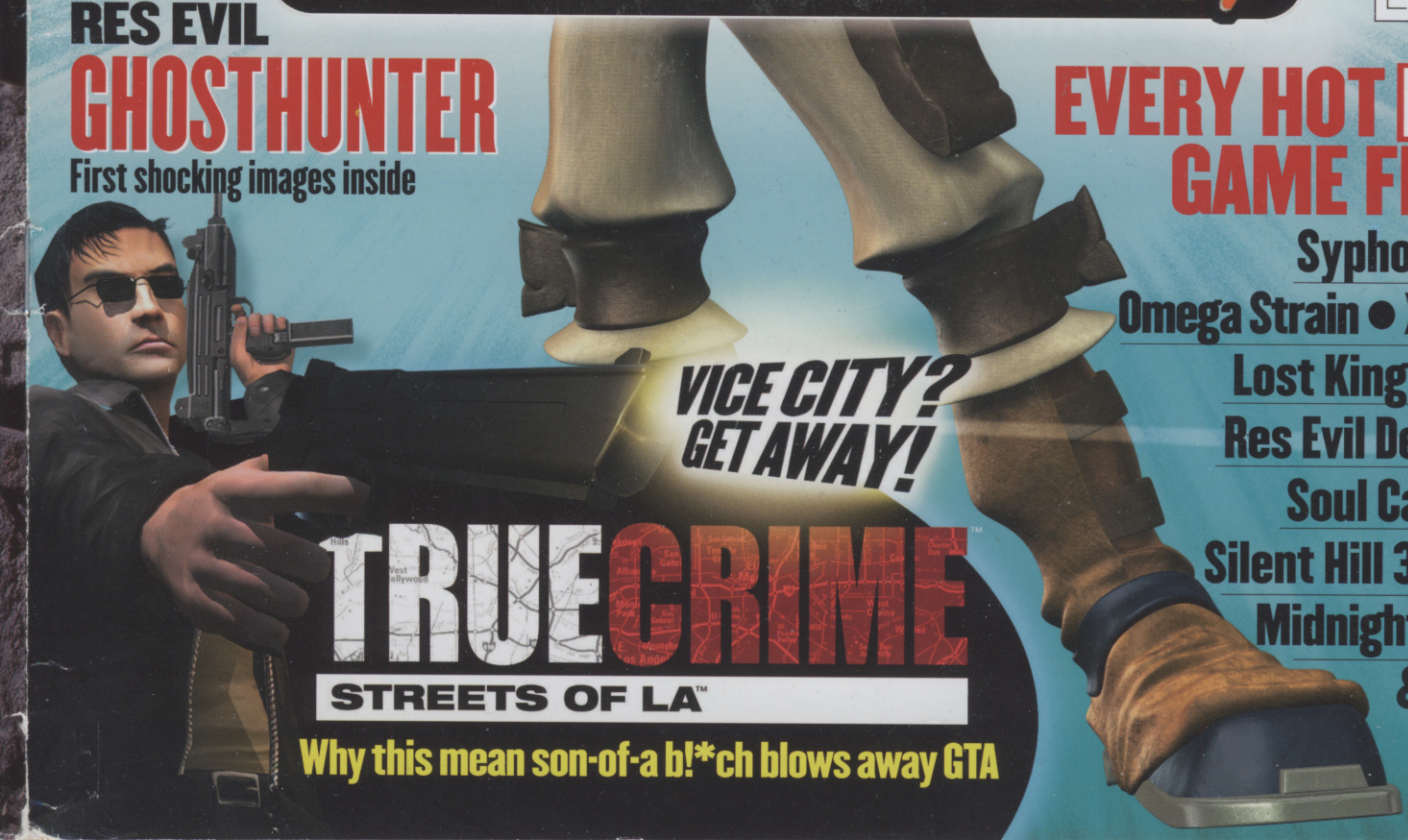
UK'S FIRST HANDS-ON VERDICT

PS2'S PLATFORM HERO STICKS A ROCKET UP MARIO'S PIPE

METAL GEAR MEETS RES EVIL

GHOSTHUNTER

First shocking images inside



VICE CITY? GET AWAY!

TRUE CRIME STREETS OF LA

Why this mean son-of-a b!*ch blows away GTA

EVERY HOT NEW GAME FIRST

Syphon Filter
Omega Strain • X-Men 2
Lost Kingdoms II
Res Evil Dead Aim
Soul Calibur II
Silent Hill 3 • Hulk
Midnight Club II
& loads more

JUNE 2003 ◦ ISSUE 260 ◦ £2.85
9 770261 369130 06
OVERSEAS PRICE £3.50